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price guide
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WELCOME & INTRO

Hi! Welcome to the first edition of the Phoenix REALITY Magazine. As you are seeing/reading we have evolved, from the simple monthly price list to this larger more informative magazine. Why? I hear you ask, well it is mainly (actually totally) due to the incredible demand (you demanding lot you are!) for more info, in both prices and the latest and greatest (or not so great) info and news from Oz and Abroad. There are so many of you that don't have a chance to purchase 72 magazines a month and keep up that we thought we would put all the info you need all together in one place, including (but not limited to) News, Reviews, Previews, Hints & Tips, Cool Inventions, Letters & Competitions. We have started a letters section for all the letters we are receiving, from as far away as Egypt (Hi all you Egyptians!), so send us your most imaginative and ludicrous letters via either e-mail (electronic mail for all those who are a bit slow today) or snail mail (standard post for all those who are really slow today) to our postal addresses (see contact details on back cover). If you like your hand at reviewing then get to it and stop wasting time, because we will publish the best review we receive for each console and YOU will win cool prizes and packs or even CASH! If you also think you have something (whether you designed it or not) that should go into our invention of the month send us the details and we will see if you're completely insane and deserve something for it (sane or normal people need not apply!). Don't forget to keep your membership number (it's on the front of the envelope this came in) because you will need it to continue receiving this mag each month and to order all the new goodies that are becoming available each day! Due to the large number of people this goes out to, and to keep the latest info comin right at ya each month, we have opted to set up a 1-900 number (see back and promo pages), which you have to ring and simply dial in your membership number each month to automatically receive the next months mag free! We will also be adding more features to this line whereby you will be able to enter the best competitions which will be

exclusive to Phoenix Members. We are also looking at organising a Phoenix Road Show to bring all the latest gear to you for comps, demo's, etc. if you think your town/city/school/house/room would be suitable for gate crashing then drop us a line and we'll look at the possibility. Anyway back to here now, there is some hot new stuff in this issue and some sizzling news of things to come, so read on, enjoy and remember this is your magazine, you wanted it, you got it! and it wouldn't be possible without you being a game addict, with large bags under the eyes from playing too much of your fav game. One last point never to forget...WE WILL NEVER EVER NOT POSSIBLE UNDENIABLY NEVER BE BEATEN ON PRICE!!! So we would also like to thank our competition for selling products at such a rip-off price, because thanks to you all, the gaming population in Australia, New Zealand, New Guinea, Indonesia, Fiji, Egypt and Samoa and the rest of the people reading this... are actually reading this!

A big thanks goes out to the following for their contributions and input into REALITY:

SONY Japan and USA
SEGA Japan, USA and Europe
Panasonic/Matsushita Japan and USA
Nintendo Japan and USA
Silicon Graphics USA and Australia
The 3DO Company USA

along with the following software companies in the USA:

Electronic Arts, Crystal Dynamics, Interplay, Panasonic, 3DO Co.

and Japan:

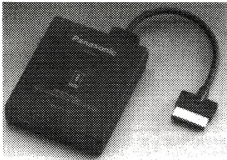
Seibu Kaihatsu, Namco, Takara, SONY CE, SEGA, Neorex, Allumer, Polygram, Bandai, Konami, Hudson Soft, Nintendo, Ocean, T&E Soft, Naxat Soft, Synergy, Capcom, Kemco.

and finally reviewers: Nick Riley, Bruce the Spruce Goose, Booga, Mr McGoo.

Thanks a lot guys (and girls)!!

First of all before we get into all the juicy stuff I would like to thank all the people who entered our last Ultimate Giveaway comp (all 14 of you!!!!...well maybe just a few more) and to all those STUPID FAT BLOATED IDIOTS who answered it 64 bit (that's you Jonathon Crennan and yes you Aaron Ridgeway), anyway a very lucky person named David Kelly at Annerley in Qld won the lot, last I heard he is attempting to play 3 games at once and getting brain meltdown! Check out the latest competition in Megazone cause we are giving away a PAL SEGA Saturn, 10 games and a Steering Wheel! All you have to do is phone in on the 1900 number advertised in Megazone and you could win! So go get a copy now! OK here's ALL THE NEWS YOU CAN SINK YOUR TEETH INTO!...Where do I start?

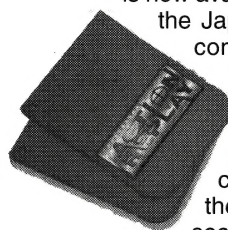
3DO well 3DO's M2 Accelerator specs are finally finalised and they do look hot, however there isn't a huge number of games announced for it yet nor screen shots, so it is still a little while off yet (perhaps we'll be lucky and see it before Christmas - put in your wish list to Santa now). There are also memory expansion cards available which expand the save RAM capacity of the 3DO systems, it doesn't speed up the machine though. MPEG for the



3DO systems have been halted due to firstly the battle going on to finalise the specs for MPEG Layer 2 and secondly the release date scheduled for April/May next year by both Sony/Philips and Toshiba/Time Warner. Compatibility is possibly going to be an issue depending on who actually wins out, on one hand Sony/Philips are using a Higher Density CD with multi layering and on the other hand Toshiba/Time Warner are using a double sided half thickness CD that actually required the VCD player to read both sides (or at least be capable of changing from one to the other) both are capable of storing up to 5.6 Gigabytes of info--is that huge or what, imagine the games they can create with that type of

storage, after having said all that there is an Asian company that is now producing MPEG-1 Carts for the FZ-10 and will play all the existing movies available. On the software front, well it went through a bit of a slow period earlier on, but things are starting to look up again as we start the run to Christmas (already!). New titles like Wing Commander 3, Zhadnost, Syndicate and Panzer General are here and the quality is getting better all the time, Space Hulk, Flying Nightmares, Shockwave 2 and other hot titles are coming soon as well.

Playstation well what can I say? This machine is the hottest of hot that is currently available, to think that the software that is available is only first generation and the look of things to come (see previews) and the fact that programmers are only just coming to grips with the full potential of 16 bit consoles (like Donkey Kong Country and Donkey Kong Country 2) is just awe inspiring to even imagine what 32 bit consoles have to offer, let alone 64 bit further down the track. The much talked about thing with PSX is the releases everywhere around the world and the compatibility question, so here is the latest we know so far...The US version of the PSX



is now available and as standard the Jap-US systems are not compatible, however there are two options you can use to play Jap software, first is using the compatibility card (should be out by the time you read this) second you can load a US game, then switch to the Jap game to play (this isn't very reliable though). As for the Aussie model, well the latest is that they are having trouble converting the machine to PAL standards and it is now confirmed by SONY in Aus. that the games will be up to 20% and 30% slower than the NTSC version. The PAL release date has slipped again to a 'possible' Christmas launch, if at all this year (only 14 titles are scheduled for release until March versus the 45 or so that are available now and the countless new

ones between now and Christmas for NTSC), again compatibility is not a prob with NTSC to PAL versions because there is a card (called the Pro PSX, from the makers of the Pro CDX for the Mega CD) similar in shape to the mem cards (we have seen piccies of them) that will allow you to play games from anywhere in the world, but the main question with the PAL version is...do you really want to play up to 30% slower games on your PAL machine when the same game WILL already be available in full speed and english (from the US) in NTSC format? Either way we will be fully supporting all standards for all



systems we stock, now and in the future, so for those of you that have or are going to get a system and have fun with them now you don't have to have a coronary about future releases, besides all games always come out overseas a LONG time before they hit our small country and then again a lot of games never reach our country! Action Replay cards are available now and will do all the usual things that Action Replays do (cheats and tips). ASCII Joysticks have made their appearance and are awesome (as with everything else on the Playstation), we're getting feedback that they are even better than the Hori joysticks. In case you don't know extension cables are available to take your controller cable from 10cm to 3m long, which definitely helps after you have been burning a hole in your lap from sitting the thing in your lap for so long. New Software, again where do I start, the stuff available is incredible - Ace Combat, Gundam, Space Griffon VF-9, Street Fighter, Zero Divide, Cyber War (three discs), Dragon Ball Z, Total Eclipse Turbo, ESPN Extreme Games and so on and on. The next wave of software that is coming is just undescrivable (see previews section), it includes games like Mortal Kombat 3, Twisted Metal, Destruction Derby, Wipeout, Krazy Ivan, an arcade perfect Tekken II and the third edition to the Ridge Racer series (which is really special) and more...this machine kicks ass on everything out now

and is definitely a clear leader at this stage of the game (well done Sony, we give you the thumbs up!).

Saturn Well it's had a local PAL release and again for those of you worried about compatibility with your NTSC machine to the PAL software here are a few things to think about... firstly there are two cards the same shape as the memory cards (made by the same people that are making the PSX ones) that will allow you to play games from anywhere around the world (Jap to US to PAL cards are now out), secondly the PAL Saturn is exactly the same as the MegaDrive and Mega CD, with BIG black borders and 17-20% slower speed, thirdly there are about 30-35 titles available now that run faster / full screen and the keyword here is NOW, you will be waiting for some time (in the past it has taken up to and even longer than 12 months to do conversions from NTSC to PAL) to see the games that were available last November in Japan and finally the price difference, Sega have now put the PAL price up to \$899 with one game, the NTSC version is only \$599. However having said that we are not only dealing in the Import systems, if you are a die hard PAL fan, the good news is that we are supporting both NTSC and PAL versions in hardware and software. The steering wheel was available for a short stint, we managed to



get our hands on a limited number of them, however they have all sold (personally I prefer the NegCon pad for Playstation), more of the steering wheels will be available in October. A cable that allows you to use MegaDrive pads on the Saturn is available as well, however I haven't seen an 8 button pad for the MegaDrive (have you?) so you can use them but sacrifice a couple of buttons in the mean time. New software for the Saturn, well there are ones like Battle Monsters, Streetfighter, Clockwork Knight 2 and Virtual Volleyball, but I am still yet to see anything that impresses me on the Saturn (I am wondering now if it is capable of

anything better!), if Sega don't get something good out soon, I think they will be left behind in a fast paced, rapidly changing world of technology. The 32X wasn't really the bees knees and now the Saturn is proving to have a similar fate.

Ultra 64 well it's still as mysterious as ever, we now have a lot of screen shots and even running demos of the games and yes they do look HOT! and yes it will be a system to get, however NO it is not the best decision to wait until it is available and miss out on having fun by yourself and with your friends NOW with 32 bit systems. Don't get me wrong I think it is an awesome piece of hardware and the way they have put it together with SGI hardware is exceptional, BUT, if you wait for that system, there will be something better coming down the road



(see the 'Toaster' and then you'll wait for that system and so on, never having the pleasure of playing games now that are excellent! One other

point I would like to make is that YES it is a 64 bit system (unlike the garbage that some sources have been reporting, guessing and even printing on it) running on the R4300i chip from Silicon Graphics, which is specially designed by MIPS (a subsidiary of SGI and the makers of the most powerful supercomputer processors on this planet!!) for and I Quote "low cost and high performance...needed for the latest consumer applications such as interactive television and games". The release date set for the Ultra in the US is around April next year and in Japan is set for a November 21st release just before the Shoshinki show on November 23 (it will be called the 'Ultra Famicom', however it is exactly the same system as the US version). The 'Dream Team' of software companies is growing and there are some awesome titles lined up for it (see Ultra section of the Mag). Killer Instinct 2 is probably going to be the pack-in game and will only be available on the home console and not in the arcades (which means you get to save money) and early

shots look awesome, when you think that Killer Instinct in the Arcades is only running on the CPU of the NU64 WITHOUT the co-processor chips and DSP's it is incredible what they are going to be able to do. The latest news just out is that due to the past projects between Nintendo and Philips and Nintendo and Sony falling through Nintendo have now gone on to develop a new storage facility that is high speed and re-writable, it is using a Magneto-Optical (MO) CD drive that can be used to save games (possibly from satellite as well) and play direct, this allows mass storage and fast access, so once again Nintendo are definitely on the ball!

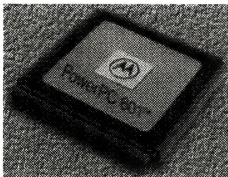
Virtual Boy if you had of asked me about 2 months ago what I thought of the Virtual Boy I would have probably said it is a stupid idea to have a system that can only work in a single colour at once and is supposed to rival the existing 32 bit consoles, however I now have a different opinion after using it... YES we now have the Virtual Boy available and it is unbelievable (Nintendo are not stupid, look at where they are now, you don't get there by being stupid!) the effect that you get in the VR world is excellent, and it even



has a safety feature built in that actually stops your eyes/brain (BRAINS!!) from getting screwed up. It runs on AA batteries and they last for ages (you can also use an AC adaptor if you want). Games like Telero Boxer and 3D pinball are amazing...You have to see it to believe it! I have had a complete turn around on this and I recommend anyone to get it now! (So what are you still doing reading this get one!).

Power Player formerly referred to as the Apple Pippin this console is getting some good backing from some of the bigger software houses in the world not to mention hardware manufacturers. Apple themselves won't be building a machine (much the same as the 3DO company) they will design the specs and other companies will build the

machines. Bandai and Fujitsu will be the first to build them and others will join the marketplace later. The machine's specs are still not confirmed however it is going to be 64 bit, have support for all standards including NTSC, PAL, VGA, RGB, HDTV



and so on, and is supposed to include a graphics co-processor containing geometry engines that will be superior to anything else on the market. All

kinds of peripherals will be available at launch, including support for Mouse, Keyboard, Hard Drive, Floppy Drive, Modem, etc., there are already adaptors finished that allow all mac peripherals to plug direct into the Power Player. Lucas Arts are already signed on and are porting all their existing software onto the Pippin. Psygnosis are reportedly working on some titles for it as well and going by their PSX line up there will be some impressive stuff. Mortal 3 is scheduled for release sometime close to launch and there are heaps more. Add to that all the existing software (both games and applications) available on Macs and you have quite a range to choose from. This is really cool because you basically get a Power Macintosh computer in your home for a really cheap price. Due out around December, so keep your eyes peeled for this one!

Toaster, What is this I hear you ask? Well it's the next thing the people who are always saying 'I'll just wait for the better system that's coming' are going to say I'll just wait for the better system that's coming, about! The Toaster is the codename given to a new strap on headset for Virtual Reality at home. The designers Hasbro claim it is a US\$200-\$300 system with performance comparable to an SGI Onyx workstation, using a more powerful chipset than the Ultra



64. Microprose, EA, Virgin and Argonaut amongst others have all signed up and paid US\$180,000 for development kits.

The systems release date is set for 2nd Qtr 96. It is also rumoured to be cable compatible and you may not have to buy games, just download them from satellites. Here is another awesome system comin our way and then there'll be another one, when do you buy in, well it doesn't really matter, because the moment you do, technology will develop something better down the track, but then again THAT'S LIFE!

Battle King & Honest brand joysticks for those of you that have multiple systems and for those who don't these are probably the best joystick available in terms of \$/system. All you need once you have one or two of them (which join up like the Battlestation) is a converter box or cable (which cost very little) to use the same ones on Playstation, 3DO, Saturn, SNES and so on. That is value for money (see prices in the relevant sections).

Well that should be enough info for you info freaks out there, I hope you like the new format and don't forget if you have any comments e-mail them to me care of "phoenix@powerup.com.au". On another note did anybody see the latest on Roswell, they actually have been hiding a film (that they have been forced to release) that shows an Alien from a crashed UFO that was kept in captivity and monitored (they have made a movie on it called 'Official Denial') and even communicated with it. Alien technology is supposed to have played a big role in our technological evolution with things like Stealth Aircraft, Ships, Sub Marines, things like the Philadelphia experiment and maybe even VIDEO GAMES! (aaaaahhhh!). If you have ever experienced anything out of this world let us know!! Anyway keep cool, until next month See Ya!!

WANT TO RENT GAMES?

WELL NOW THERE'S NO NEED!

Join the **PHOENIX SWAP CLUB** today and you get games from as little as \$12.50 (Including postage) AND **keep them** if you like em!

Here's what you get:

- For each block of two months you get up to ten swaps
- Express postage included in your membership and delivered to your door (no going out to get them)
- You will never get the same game twice (unless you request it)
- Games are randomly computer allocated from a selection of the best from the past and all the latest releases
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- You are required to have an active Phoenix Swap Club Membership to participate one block equals two months and a maximum ten swaps (discounts are available for six blocks at a time - 12 months)
- Any game fitting under these conditions can be used to participate (if you like a game and keep it you can use another game to continue with your membership)
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- Renewal rates and discounts will only apply to Swap Club Members renewing before their membership expires
- You may rejoin at any time if your membership lapses
- All games must be sent to Phoenix Imports and are the responsibility of the Member to ensure safe postage

AND HOW MUCH I HEAR YOU ASK?



3DO Membership
10 Swaps for \$125



PSX Membership
10 Swaps for \$200



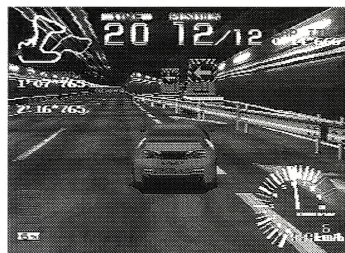
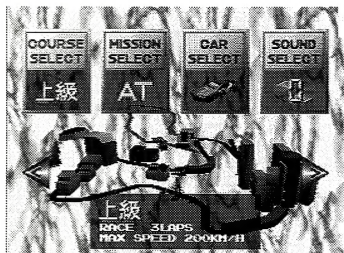
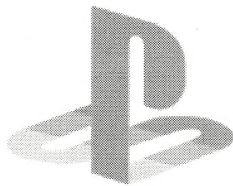
Saturn Membership
10 Swaps for \$180

Racing

RIDGE RACER

BY NAMCO

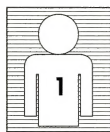
FORMAT



(Top left) 4 basic tracks to choose from and an Extra 4 if you finish the first 4.

(Top right) Unlike the arcade you can view the car from behind.

(Right) Inside car view is divine. It really has the sensation of moving fast.



After a few seconds into the game booting, the classic game Galaxian appears. It's arcade perfect! But it's not just there to put a smile on your face; if you shoot them all you will have a total of 12 cars to choose from, instead of the basic 4 (having the 12 is almost necessary).

The choice of cars is a good idea. You have some that stick to the road like glue but don't go very fast, or you have cars that go like there is no tomorrow but handle terribly - you also have cars that are variations in between. Try them all - it takes time to find one that suits both your style and the track.

Once you start playing the game, you realise that you certainly made the right choice when buying this next generation

- ✓ A really cool sensation of speed
- ✓ Choice of different cars
- ✗ Not enough different tracks

console. The graphics are so smooth and fast, it really is incredible. The music and SFX are all there from the arcade and are just as good.

When you first start playing it, getting used to the joystick for steering can take some time, but by the time you have mastered it, you will be ripping up the asphalt. Once you finish a race you get to see a replay of one your laps so you can see where you went wrong. When you have finished all the tracks in 1st position, you then have to do them all again this time reversed. After completing all these in 1st place, you then get to select a black sleek car labelled number 13. When you get to drive this you will know the definition of fast. This game is a credit to the Namco team and Sony.

OVERALL

9/10

Fighting

TEKKEN

BY NAMCO

FORMAT

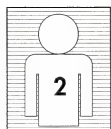


(Top left) A screen shot from the magnificent FMV intro.



(Top right) As soon as you loose a bout Replays come up and shows the finishing moves.

(Right) One real neat special move, he runs up the opponent and then does a body slam. Cool!



The Playstations version of Tekken is an outstanding 3D Fighting Game, surpassing anything yet seen. Being better than its Arcade counterpart, Tekken is a fast and aggressive game.

Selecting one of the eight well-animated characters, you use a variety of normal and special moves to knock out the opponent in hand to hand combat. Each of these characters has unique abilities and backgrounds, which you are shown in the excellent Full Motion Video intro sequence. The characters themselves within the game are smoothly animated, texture mapped fighters. The camera follows the action, and special moves are viewed from varying angles which adds awesome atmosphere to the gameplay. The viewing angles

may also be manually changed during gameplay for added variety. Music is atmospheric and lively, and the SFX are great. The gameplay is challenging with multiple difficulty settings and enough variation to keep you playing for many many hours at a time. The fantastic playability and starting speed makes this a very worthwhile buy. Added bonuses include eight playable challenge stages from the original arcade classic Galaga during load up of Tekken and the fact that including bosses there are 18 characters to master and use. A slight breakup of polygons during replays when using the larger characters is the games only flaw. If you loved the Arcade version, or want to be impressed with a large variety of moves and characters then this is a must. Truly Awesome!



- ✓ Clean graphics throughout
- ✓ Easy to control
- ✓ Really cool special moves

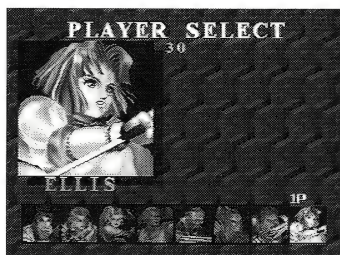
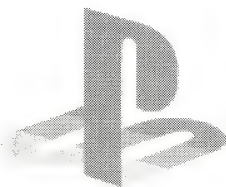
OVERALL
9.5/10

Fighting

TOH SHIN DEN

BY TAKARA

FORMAT



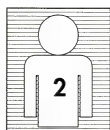
(Top left) Good selection of 8 very different characters.



(Top right) All levels have some spectacular 3D backdrops.



(Right) Innovative special moves. Yes! she is getting a good slap.



Tohshinden takes fighting games to a new level. The idea is not original (Virtua Fighter), but the graphics leave Virtua Fighter about 200kms down the road. The movement of the characters is very fluid and the texture mapping gives the characters a bit of life.

The game play is fantastic, and uses all of the buttons of the joypad. By default, the $\square\triangle\circ$ enable you to use your weapons, hands and feet, L1 & L2 give you the ability to roll out of the way and R1 & R2 are set for special moves. If you don't like this configuration, you have 31 other options from the Setup menu.

The characters all have different weapons and talents, some are good for close combat, others are good from fighting at a distance. When you play the computer, you select a character,

then the computer selects one at random. Two bouts (rounds) is default for a win. In other words, you must beat your opponent to two round wins to advance to the next challenger. However, if you lose, just press Start and continue on. To finish the game, you must beat all the other characters plus the mirror of yourself. Lastly you must kill each of the end of game Big Dudes, which is quite difficult. 2 player mode is also great and really is one of the only ways you will ever get to learn all the moves. Finally you can change the difficulty level if you want more of a challenge. Overall, Tohshinden is an excellent game, and a very good example of what type of speed we can expect from this machine, as well as how much detail can be input into this style of fighting game.

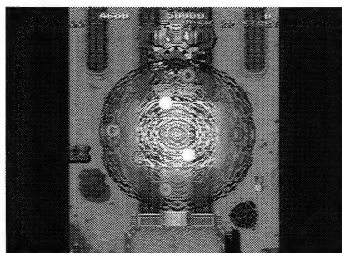
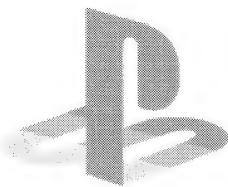
- ✓ Some very clever graphics
- ✓ Fight your opponent from every angle
- ✗ Very often you can't defend

OVERALL
8.5/10

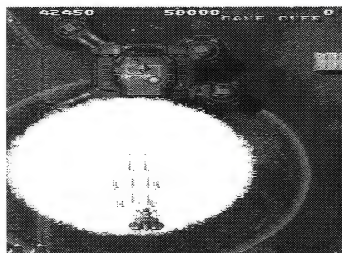
Shooting **RAIDEN PROJECT**

BY SEIBU KAIHATSU

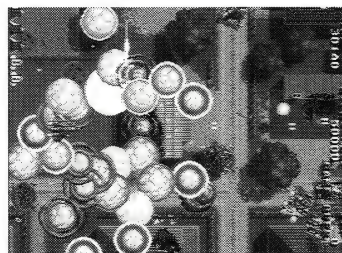
FORMAT



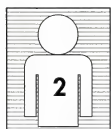
(Top left) Raiden 1 in original screen mode.



(Top right) Raiden 2 in stretched screen mode.



(Right) Raiden 2 in arcade mode. You have to rotate your monitor to get the full effect.



A classic shoot-em-up with an enhanced version of the original included makes Raiden Project a fun game with a longer playtime. Raiden (the original) and Raiden II can be found on this CD and both allow you to shoot down all the enemies you can see without the moral guilt trip.

Generally, the game is fast and well presented, being able to be played in either 1 or 2 player modes (with 2 players on the screen at once). The game is arcade perfect, and you can tip your screen on its side to get the "Vertical Screen" effect, by simply choosing what style of screen to play. The large range of weapons is good, and can be accessed from the numerous controller buttons. The animations and explosions are very impressive and the sprites used are very

detailed.

Particularly in Raiden II, you will notice an improvement on sprite and backdrop graphics, as well as playability and speed. The animations are excellent and exploding ships interact well with the backdrops.

There are a number of difficulty settings and there is no doubt it is a tough game on any setting but if you cannot resist the temptation to use the unlimited credits which are always at your disposal, the game is too easy to complete in a day.

On a down side but only when a hellava lot is happening on screen at once, slight slowdown is noticed.

Overall, Raiden Project is a good fun shoot-em-up and a definite favourite.

- ✓ 2 Games in 1
- ✓ Various screen mode support
- ✗ Unlimited credits make it easy to finish

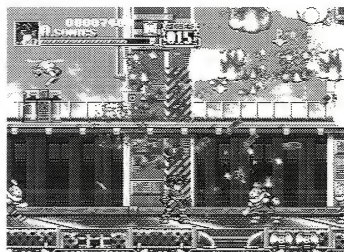
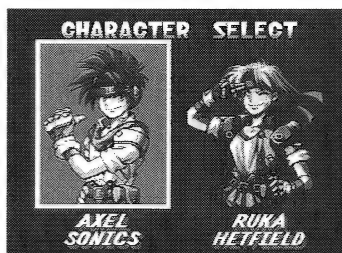
OVERALL
7/10

Shooting

GUNNERS HEAVEN

BY SONY

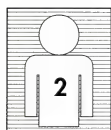
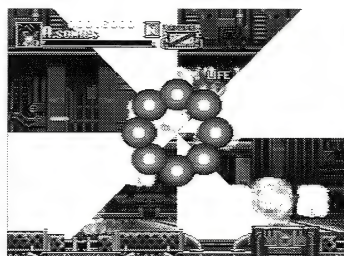
FORMAT



(Top left) 2 very cute characters to select for your blasting quest.

(Top right) The graphics are as good as any arcade shoot'em up.

(Right) Now that really fixed them!



A great platform shoot-em-up similar to Segas Gunstar Heroes & Amiga's Bionic Commando, Gunner's Heaven is an excellent example of the sprite capability of the PlayStation.

There are two characters to choose from. A male and a female Rambo. The objective is basically to wreak havoc and blow away anyone and anything that stops you in your quest. Your large arsenal of weapons from simple guns to monster flame throwers will help you along.

The characters you play are very cutely drawn. There are literally 100's of sprites on the screen at one time, which can at times become confusing. Touching the Boss sprites doesn't mean death

either (unusual).

The backdrops are colourful and the music is action-oriented. The game makes good use of sprite rotation and scaling. The game is fun to play, however it certainly is no original idea, with its major downfall being one player only mode.

Early stage bosses are easy to defeat once patterns are figured out, but as the game progresses your work is definitely cut out for you.

Good fun for all ages 0-100 years old.

- ✓ Clear colourful graphics
- It shows the PlayStations sprite ability
- ✗ Has been done many times before

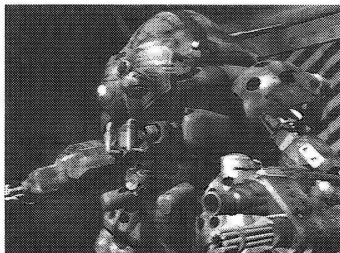
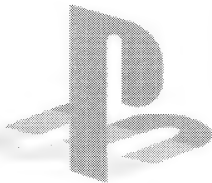
OVERALL
8.5/10

Act/Adv

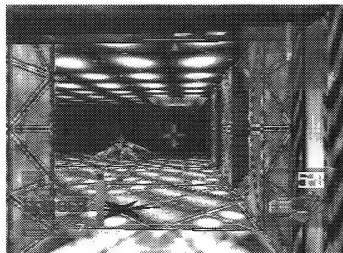
KILEAK THE BLOOD

BY SONY

FORMAT

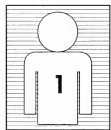
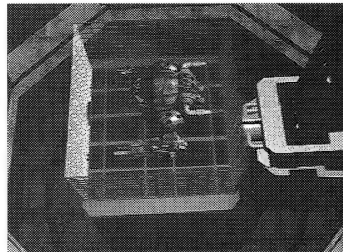


(Top left) Great FMV intro.



(Top right) Actual game screen shot.

(Right) More FMV used throughout the game.



The first attempt at a DOOM type game on the PlayStation, has more in common with Wolfenstein 3D than doom itself. No stairs, windows or animated water and lava, but simple corridors and rooms. This aside, Kileak the Blood is an amazing demonstration of the speed of the machine when it comes to texture mapped worlds.

Enemies are shown in full 3D, giving more realism, as well as all the objects in a room. However, when confronted with an enemy, its up to you to throw as much ammo into it before it does the same to you. Sometimes enemy encounters slow the frame rate down just a little.

Gameplay is quite good, and can be explained as a simple adventure game with locks and doors, with other objects thrown

in the deal as well as the occasional baddie to kill. The SFX and music are cued correctly and combined with the dark graphics, create a great sense of atmosphere. However, these graphics are quite repetitive throughout the game, and unfortunately most of the objects in the rooms (eg. tvs, monitors and chairs) cannot be used.

The Full Motion Video intro sequences and various cut scenes are excellent and Sony Music have outdone themselves here, but it would be nice to have the same sort of quality within the game itself. Be on the look out for these types of games in the future, as it is certain that if this is the Wolfenstein 3D of the PlayStation, then later games will really show off its power; just as Doom did on the PC.

- ✓ Very smooth graphics
- ✗ More time spent on actual game rather than FMV would have been better

OVERALL

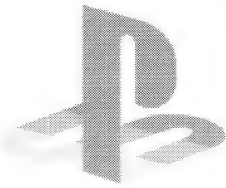
7/10

Act/Adv

JUMPING FLASH

BY SONY

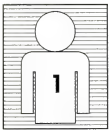
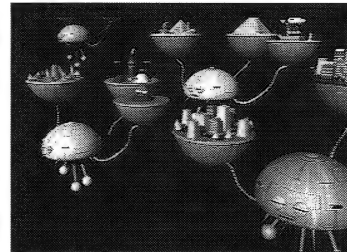
FORMAT



(Top left) Ahhhh I'm falling.

(Top right) In the demo it shows you how to control it by the joypad visual in the corner.

(Right) The 3D intro shows you what the game is about.



An original and fast paced game, makes Jumping Flash one for the collection. If you take an ordinary platform game, bring in some elements of Doom combined with some strategy & put them in a 3D world, - you have Jumping Flash.

You take on the role of Robbit - the robotic rabbit, and have the goal of clearing 4 worlds, each with 3 areas. You have a first person view through the eyes of robbit, and have a 3D view of the entire landscape. You move around the world by either walking or jumping. Here, jumping takes on a new meaning. Just as you would jump from platform to platform in a normal platform game, imagine doing so in full 3D. You press the button once to launch up and again, at

the top of the first jump, to gain even greater height. As you begin to fall, Robbit looks down giving you a very unusual sensation in your stomach (much the same as falling out a skyscraper). Jumping from platform to tree to house to baddie, you pick up all the carrots in the level and then find the exit. The music is very cute and energetic, while the SFX are also appropriate. Graphically, the game is very good, but nothing spectacular and you would expect a high-end PC to do the same. The good use of colours and other special effects also combine to make it a good game. Overall, Jumping flash is a very good game that brings the player right into the game and with such an original concept, will allow the player to continue to play over and over.



- ✓ Innovative idea
- ✓ Amazing falling sensation
- ✗ Could make some people feel a bit green

OVERALL

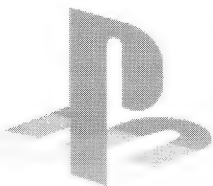
7.5/10

Shooting

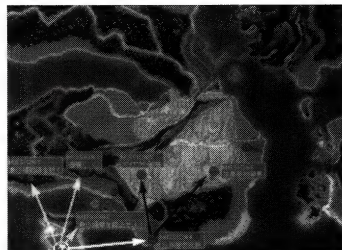
ACE COMBAT

BY NAMCO

FORMAT



(top left) Choosing from the 16 planes available.



(top right) The missions map overview.

(right) Engaging and taking out a 767 reconnaissance aircraft



This game has it all, from the fully rendered intro that looks as good as full motion video to the heated air to air combat and two player dogfight mode. This is one game that you can play until you either die of malnutrition or you forget to pay the electricity bill.

It starts off with an intro that displays probably the best graphic sequences I have ever seen, from there you have a choice of one player mode or two player versus mode.

In the one player mode you have to fly various missions, collect the rewards (if you survive) and build up your fleet of fighter planes. As each set progresses and your bank balance grows, you get the choice to purchase better planes, including stealth fighters and Russian SU-27, in all

you end up with 16 planes to choose from.

Before each mission you get a full briefing of the targets and the type of resistance you'll expect to see. Once the mission briefing is over (on the higher sets) you get the option to hire a wingman to assist (you will need him!). The end boss is huge and very tough, this game will keep you hooked forever!

In the two player versus mode you get to select from all the planes available and go head to head (or head to tail) on split screen, in a mountainous region which includes wind shears and other natural anomalies, so if the other player doesn't get you the forces of nature probably will!

This is a must have game if you own a Playstation!

- ✓ Exciting fast paced graphics
- ✓ Excellent control and maneuverability
- ✓ Long term value for money

OVERALL

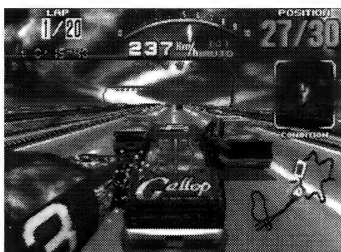
9/10

Racing

DAYTONA USA

BY SEGA

FORMAT



(top left) You still get the fun of racing into other cars (although there is no two player option).

(top right) Having a classic SMASH with the other drivers.

(right) Choosing a car and transmission in Saturn mode.



Well for those of you who don't know what Daytona is... where have you been?

We were promised a perfect (or as close as physically possible) conversion of the Arcade smash hit to the home console Saturn version, and... well I for one am very dissatisfied.

Right from the word go the sound has been changed to reflect a more (much more) sedated mood, the engine sounds have been dropped below the music and the graphics... well lets just say they leave a lot to be desired.

You have two modes you can play in, Arcade mode & Saturn mode with the main difference being the race against the clock is only in Arcade mode, Saturn mode lets you keep racing until you finish the track. The graphics, I have been told, were rendered in

✓ Fun factor is still high

✗ Severe on screen graphic redrawing

✗ Bad music and sound effects

the lo res mode on the Saturn due to it not being capable of the number of polygons/sec required for Daytona.

The fun factor has been brought over, as you still get to race the different tracks and if you are in Saturn mode use different cars (up to 10 and 2 horses!) to do so. The game is compatible with the steering wheel, and you also have various options, one of those being whether you want to race the standard number of laps or go into a Grand Prix or Endurance race which consists of up to 80 (yes eighty) laps.

The graphics are a big let down as they redraw then disappear on screen, then redraw again.

Overall, a bit of a let down, but the fun is still there and if you have a Saturn you should own this game!

OVERALL

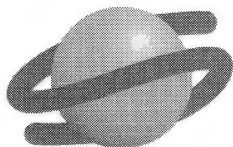
7.5/10

Shooting

PANZER DRAGON

BY SEGA

FORMAT

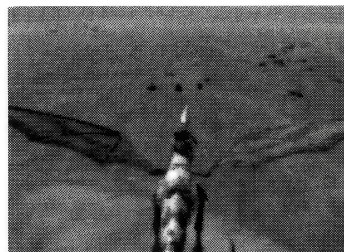


(top left) The feeling of going through pylons is quite a real sensation.



(top right) In the action with a view from behind which sometimes gives a wider view of your enemies.

(right) The animations and graphics are spectacular.



Panzer Dragoon is supposed to be the most expensive project Sega has ever undertaken and it shows. The game starts with an intro that's been fully rendered on SGI workstations and is something special, the only downfall is the HUGE black borders, you only get about 1/3 of your screen with graphics.

The game is based on a world that is being run riot by all sorts of creatures, with you taking the place of a soldier who is killed and riding his dragon to fight for good.

It has a forced play structure, with your path already set, however you do control the dragon and the flight path is wider than your screen, so the effect of going under and over things and into tunnels etc. more than makes up for it.

You have multiple views and you can also rotate your gun sights at 45° angles in a complete

circle to shoot down your enemies which come at you from all parts of the world you're in.

The music and sound effects are up to par with the graphics, however some of the later sets the music gets a bit crusty.

Gameplay is fairly simple, there is only one weapon when you start, so it's pretty much shoot everything that moves (you can hold down the fire button to lock on to multiple enemies and home in on them), later in the game you actually get other weapons which are very potent and help with some of the later bosses.

There are a total of 7 sets (you only get 4 if you go on easy) to travel through and if you are successful you get additional hints for better control and weapons.

Overall Panzer Dragoon is a visual wonder (although a little blocky) and a definite must have for the Saturn!

- ✓ Great animations
- ✓ Good difficulty variations
- ✗ Forced play structure

OVERALL

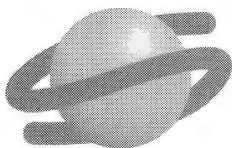
9/10

1st Person

DEADALUS

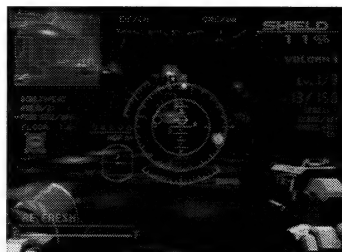
BY SEGA

FORMAT



(top left) You have to find keys to gain access to various parts of each set.

(top right and right) Some of the terrorists in your sights, just sitting ducks really!



Deadalus at first seemed to be just another 1st person RPG, but this game has something else. Graphically it is comparable with the likes of Kileak and Space Griffon on the PSX and speed well it might almost be faster in some scenes, but this game comes into it's own on Saturn for strategy and involvement, which grabs you the minute you start playing and doesn't let go.

The texture mapping is great with the walls and whole field of vision actually having some depth about it. The sound effects are nothing to laugh at either [apparently they are all PCM!].

The control is very responsive which allows you to get involved in the game rather than waiting for turns or to move forward.

Gameplay is very good with a similarity to the straight out assault in Doom. On each floor there are multiple items you must collect (powerups, which

are pretty scarce, access computers for maps, turn lights on and most importantly find keys) before you move to the next level, while at the same time blasting anything that moves (the effect of baddies coming up from behind you is frightening) and saving your weapon energy for what's to come. If you take to long on any single set 'sweepers' come out after you and even though you can destroy them (eventually) they drain your energy and leave weapon degenerators in their path. If you are thinking of memorising each level, well think again, Deadalus has a random generator which creates a new level each time you play, so you can't save, but you can always go back and play a different game.

Overall Deadalus is a top 1st person with a difference, definitely a must have for the Saturn.

- ✓ Immerses you into the game
- ✓ Control and speed are good
- ✓ Random level generator-good long term

OVERALL

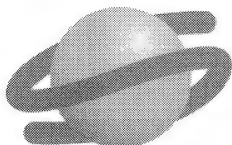
7/10

Racing

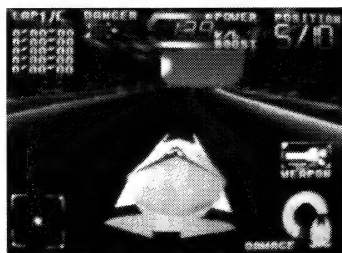
GRAND CHASER

BY SEGA

FORMAT

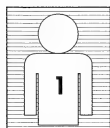
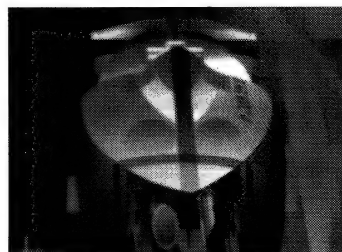


(top left) Racing through the canals of a fiery planet.



(top right) There are multiple views, vehicles and sets available.

(right) The fully rendered cinema's add the excitement of the race.



Here is a racing game with a difference. This whole game is based on polygon graphics and moves faster than and even smoother than Daytona USA on the Saturn.

The game play is fairly straight forward, you beat everybody, cross the finish line first and win beautiful girls and glory.

The game is set in futuristic worlds with designs by Blade Runner designer Sid Mead. The polygon graphics (although only lo-res and still no redrawing off screen) give you the feeling of a real 3D environment as you hurtle along in your rocket hovering machine not only along the ground, but up and down gorges and cliffs (so don't eat a large meal before playing).

- ✓ Good sensation of 3D
- ✗ On screen redraw
- ✗ Lo-Res graphics

You become an interplanetary race pilot with a good choice of sets to race, including fiery lava planets, water worlds and dirt tracks. Along the way you can pick up power ups which increase everything from your speed to missiles (yes you can shoot your opponents if they won't move... then again they can shoot you if you are a granny!).

Control is very good with your usual turning and acceleration/brake buttons, but you also get side retro's that help in some of the sharp corners. The graphic effects, sounds and music all add up together to bring a good fun racing game to the Saturn.

A good compliment to those who have Daytona, a good game for those who don't!

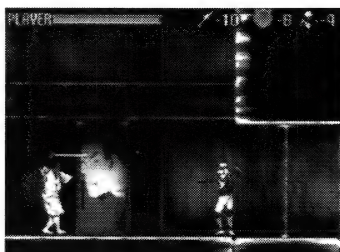
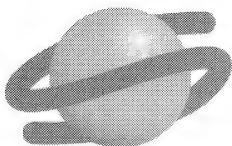
OVERALL
7.5/10

Fighting

SHIN SHINOBI DEN

BY SEGA

FORMAT

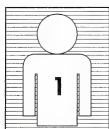


(top left) Level 4 fighting some of the Jap Yakuza.



(top right) Level 8 in the mountains, notice the lighting and fog effects.

(right) Blasting a magic spell that blows everything off the screen!



Shinobi for the Saturn follows the 3 Shinobi games on the Mega Drive, but the name is where the similarities finish.

Shinobi is one of those true Arcade feel games, right from the intro of FMV you know 16bit is dead. The Saturn version uses fully digitised characters involved in the traditional drawn backdrops.

Control is very good and responsive, this game is actually fun (which I think some games forgot to include the 'fun' factor).

You are still a Ninja named Joe and you are on a crusade against the Japanese gangsters, you still have your trusty sword, throwing stars and ninja magic, and there are plenty of platforms so you can fight on different levels.

- ✓ Controls are very responsive
- ✓ It is fun to play
- ✗ You die pretty easy

The game has been intertwined with FMV all the way through and it does work nicely.

At times the game seems a little easy, however you can change that in the options menu before you start (Easy, Norm, Hard). The music has that arcade feel about it as well, the only thing missing is the coin slot.

Using your magic is quite spectacular, with some of the spells growing so large they go off the screen and the variety in sets is good, with you having to travel through the streets in the city, little villages and even the woods.

Overall Shinobi is a fun arcade style game.

OVERALL

8/10

Platform

ASTAL

BY SEGA

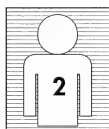
FORMAT



(top left) Using your mystical powers on some of the enemies.



(top right and right) The graphics and sprites are all hand drawn and look and move very smoothly.



Sega's second platformer for the Saturn, *Astal* is a 2-D adventure game set in a fairy tale world in the deep forests with a small determined looking elf like creature and his bird companion playing the centre roles. The game combines beautifully hand drawn animated graphics & brilliant colours from the entire spectrum together with clever zooming and sound effects to create a fantastic new world to explore.

First impressions of the game are a little misleading as it initially appears to be a cartoon type game for kids, but as the game unfolds before you, more depth and atmosphere is exposed and it turns out to be quite an absorbing journey.

There are many new vibrant characters to meet and foes to conquer on your travels as jewels and items are sought with the assistance of your bird friend (which can be controlled by a second player). The Japanese version is the only one available to date and this is a slight bother as some of the creatures you meet occasionally stop to have a chat and Japanese voice balloons are all that is displayed. This does not prevent you in any way from playing and completing the game but may be a concern to some.

Astal, although very good is fairly easy in some stages and still may not be considered by some to be a true 32-Bit quality game.

- ✓ Brilliant colours
- ✓ Picturesque animated drawings
- ✗ Some parts are too easy

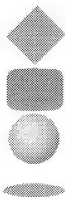
OVERALL
7.5/10

Sport

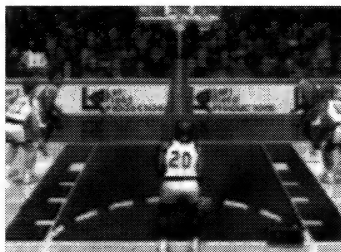
SLAM N JAM '95

BY CRYSTAL DYNAMICS

FORMAT

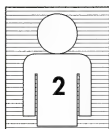


(top left) One of the many awesome jams you can perform.



(top right) Shooting for baskets from the free throw line.

(right) Check out the air you can get with some of the shots.



Right from the moment this game loads up, the first thing that hits you is the great presentation. You have full motion video backgrounds and all the options under the sun.

N JAMMIN just as good as the 3DO.

Graphically you can not knock it at all, easily as good as an Arcade machine. Ultra smooth and detailed graphics.

You can play a one off game, or a complete season of 13, 26, 52, 82 games. After each game your season is saved, along with all the statistics. You play the season and if your good enough you get to play in the playoffs and hopefully the grand final to win the championship.

The sound effects are good, but there could have been some background music. As it is, there is only cheers of the crowd.

The biggest asset of this game is the long term value, with two player mode and three settings of difficulty against the computer. Add this with the long season and playoffs, you will be playing this game for ages. Mainly because of its realism.

The game is played five on five and play includes fouls and free throws, first the game play feels awkward, mainly because of the 3D view from behind the baskets, however, after a few games you don't notice and you will be SLAM

Overall this is the best Basketball game out on the 3DO or any other system for that matter!

- ✓ Great graphics and realism
- ✓ Excellent long term value
- ✗ Should have two player vs computer

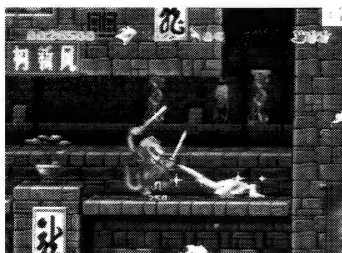
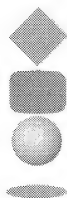
OVERALL

8.5/10

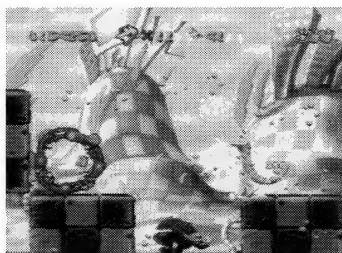
Platform

GEX

BY CRYSTAL DYNAMICS
FORMAT



(Top left) Going through Kung-Fu land is an experience.



(Top right) New Toon Land consists of... as you would expect Cartoon scenes.

(right) The final stage- Rez's Lair, be careful it's tough!



Finally the 3DO gets a platformer to compete with the likes of Sonic and Donkey Kong Country. While it is a platformer, Gex himself has a lot more charisma. He is a television addicted gecko, who comes pre-loaded with a million off the wall one liners, mostly funny stuff.

The main character Gex, has over 450 frames of animation and it definitely shows. He walks, runs and tail whips his enemies with ultra smooth detail. The graphics of the backgrounds and enemies are really well detailed and move really smooth.

The idea of Gex is to tail whip your way through different stages of each of five different lands (Cemetery, New Toonland, Jungle Isle, etc.). As you go through each level you must find the remote controls, which allows access to the next level. Some levels you go back and do again to stock up on extra men. To help in sticky situations, there are question marks which give you clues on how to do certain things, including finding cameras to save your

progress. On your adventure you collect plenty of powerup icons, ice tongues, five tongues, extra lives, health, etc. and find the usual platform secret levels.

Of course at the end of each world you have the bosses. The first boss is fairly easy, however the next couple really make you think and react at the right time (the boss at the end of the jungle will have you break your controller!).

The gameplay is well balanced and designed both in terms of variety and difficulty. At first the controls feel awkward, however once you've had 3 or 4 games, you'll be jumping, tail whipping and sticking to the walls. Gex would have to be the most versatile character of any platform character; being able to stick to the side and face of walls, eat powerups and tail whip his enemies.

The difficulty is average and you won't finish it first time like Sonic. Overall if you like Platformers you will love Gex!

- ✓ Brilliant Graphics
- ✓ Gex's wise cracks will crack you up
- ✗ Sometimes you die to easily

OVERALL

9/10

RPG

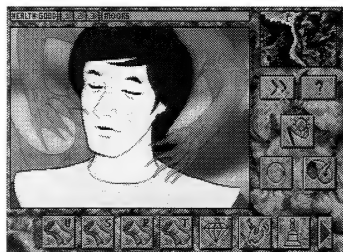
KINGDOM

BY INTERPLAY

FORMAT

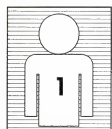


(top left) Meeting some beautiful damsels in distress.



(top right) Getting some friendly advice via dream land.

(right) Someone to help you in your journeys against evil.



From the creator of Dragon's Lair comes a totally new and innovative kind of RPG. Kingdom The Far Reaches has a gameplay similar to that of Dragon's Lair and Space Ace, but that's where the similarities end.

In Kingdom you are a young adventurer named Lathan, who is the only hope in the land as the five Kingdoms are consumed by the darkness of the evil wizard Torlok.

You must travel along an adventure and collect broken pieces of a magical amulet which are scattered far and wide and are being protected by all sorts of beasts and villains.

This fantastic world is animated on an epic scale, with exotic

locations to explore. It offers multiple plot lines and incredible production values, allowing you to zoom in for detailed views of every landscape. Choose your own path to glory-hidden surprises with changing features presenting a fresh challenge every time you play.

Kingdom combines animation with that adventurous flair that we all have.

The difficulty is average, sometimes it is hard, however it all balances out to another great RPG for the 3DO

Kingdom has good long term value with you always wanting to get back and see what's coming up next.

- ✓ Incredible animations
- ✓ Multiple plot lines
- ✗ Control is average

OVERALL

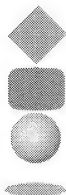
8/10

Act/Adv

DEADALUS ENCOUNTER

BY PANASONIC

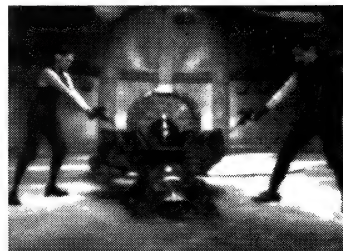
FORMAT



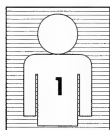
(top left) Computer integration of video and graphics is excellent.



(top right) Aaahh! Tia Carrere in your face!



(right) A bit of the action as your counterparts interrogate a baddie.



The Deadalus Encounter is an interactive science fiction adventure starring Tia Carrere (Yeah!) of Wayne's World, Rising Sun and True Lies. The game is a seamless integration of both full motion video, spectacular graphics, fast paced action, an intriguing story line and challenging puzzles which create an effect I am yet to see on a 3DO game to date.

The interactivity is a lot more than just..do an action wait, watch...do another action, etc., this game actually keeps you involved and keeps your brain ticking.

The storyline is excellent, you are a gunner named Casey O'Bannon, serving aboard the Talon. You, the Pilot, Lt. Ariel Mathison (Tia), the Co-Pilot Warrant Off. Zack Smith are on a

routine patrol near Phalanx Prime when a group of Vakkar fighters launch an attack, of which you... well you lose your body and are left a 'Brain in a Box' and must be sustained by life support.

Your trusty companions take you from the Medlab and connect you into a ship where you can interact with people via A/V feeds.

Along your travels you encounter all sorts of creatures, traps, devices and even death. Some of the challenges require exploration and logic, while others will rely on your own reaction time and 'brain' power.

The difficulty is moderate and the game experience is enhanced by the original movie score and stereo sound effects.

- ✓ Interactivity is taken to new heights
- ✓ Sound effects and music are excellent
- ✗ Some scenes are a little confusing

OVERALL

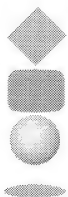
8/10

Sport

FIFA INT. SOCCER

BY ELECTRONIC ARTS

FORMAT

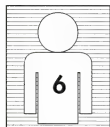
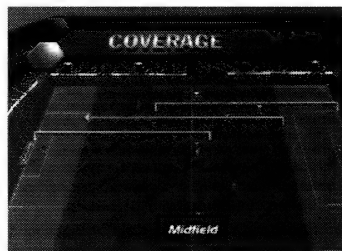


(top left) Following the action with Shoulder Cam.



(top right) Another view Stadium Cam to watch the play.

(right) Setting up your defence in one of the many options available.



FIFA International Soccer is the ultimate game if you are a soccer or sports freak. This 32bit game shows the advanced technology with great graphics and displays that are smooth, detailed and intensive. The most amazing addition is the seven different camera angles (shoulder cam, ball cam, tele cam, etc.)

FIFA offers eight gaming options to customise the match up to your personal preference. The simulation game reproduces accurate team strategies and player abilities. Action mode is ideal for the beginners and those who are just interested in a fast furious game.

FIFA also offers a multitude of game lengths (from 2-45 min. halves) with the option of a running or stop clock. You can control the weather conditions which affects the movement of the ball on the ground and the height of the bounce. The Dolby

Surround Sound adds to the capacity of the game, with crowds chanting up and down and coming from every corner of your room. The gameplay is very realistic with offside, fouls and easy controls. The options allow you to change team formations and strategies to various plays including defence and attacks.

FIFA is just about for everyone with Exhibition games, League play, Tournament games and a total of 48 teams in all to choose from. An additional extra is the video footage of the Greatest Moments in soccer that are displayed at half time.

Last and definitely not least is the Replay action of FIFA. The instant replay allows you to look from various angles and even control cameras, to zoom in/out, up/down to any angle you desire. FIFA's 6 player option is excellent multi-player action. FIFA is a benchmark for any 32bit soccer game.

- ✓ Brilliant detail and graphics
- ✓ Excellent long term value
- x Very hard to score against computer

OVERALL

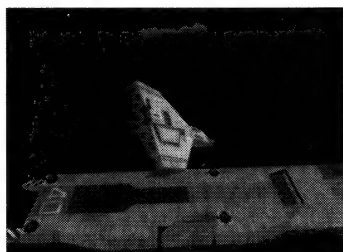
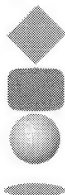
9/10



WING COMMANDER 3

BY ELECTRONIC ARTS

FORMAT



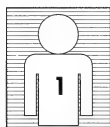
(top left) The cinematics are brilliant, you actually feel like you're there!



(top right) Taking out the Kiltrathi ships on your way to glory.



(right) The view from inside your cockpit.



This is one of the most anticipated releases on the 3DO since Gex and the wait has been well and truly worth it. The game starts with an intro that runs 12 mins. and provides a more powerful impact experience than most other sci-fi movie openings. The quality of the video footage is amazing, you almost think you are watching a video.

Comparing the 3DO version to the PC, the FMV is a lot better; however it is more equal on in game graphics for the ships. Other than that the 3DO version is very smooth and very playable.

All the controls are very accessible and don't take long before you've got them down pat.

On the sound side of things, the 3DO is clearly the winner with Dolby Surround Sound.

Once you start to play this game it is hard to stop due to the addictive and enthralling gameplay, as you get involved with the plot of this truly interactive movie.

The game continues on from the last games with the battle between the Human-Kiltrathi coming to an end

depending on who wins this game. All up there are 50 missions, but it's not a linear game, with good and bad results affecting the different possible outcomes. If you keep failing missions you get to the point where you can't win and the Kiltrathi take over Earth. On the other hand if you do well, then you get the chance to destroy Kilrah and finish off the Kiltrathi's.

In between missions you can (and should) walk around your ship TCS Victory, interact with fellow crew members and possibly find a new love, since your beloved Angel is captured by the Kiltrathi's. You can even watch the intergalactic news, to see how the war is going. A nice touch is when a new smart arse pilot comes on board and you have the choice to show him up in the sim.

There are plenty of options and you can change the layout of your ship (even choose your wingman).

This game is compatible with the Flight Stick Pro, which I think would be a good investment.

Overall this is a must have game for the 3DO.

- ✓ Amazing full motion video
- ✓ Brilliant atmospheric gameplay
- ✗ Controls would be better with Flight Stick

OVERALL

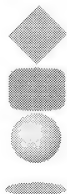
9/10

Racing

THE NEED FOR SPEED

BY ELECTRONIC ARTS

FORMAT

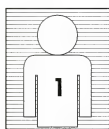


(top left) The view from inside the car, which is probably the best.



(top right) The rear view in the country.

(right) The heli view in the Alps.



The Need for Speed has been designed as a realistic simulation game. The graphics are amazingly clear and yet very smooth and detailed, unlike its rival Daytona USA on the Saturn.

The Dolby Surround Sound makes the different engines sound very realistic. The controls are hard at first, but the more you play the easier the steering becomes. You have a choice of eight sports cars to race on three different courses, which vary from Inner City to Country and the Alps. All courses have bridges, mountains and tunnels.

The cars realistic values are shown in the manouvers such as gear changes and being able to reverse. There are three main viewing angles (in car, rear, heli). After your race there is a built in

replay system which allows you to watch from different angles and in slo-mo. This comes in handy when you have high speed crashes. It is a very highly competitive game with your aim being to outrun the police, defeat your opponent and set new records. The FMV of each high performance car are followed by the intensive stats and give the game a good all round finish. The Need for Speed has excellent long term value with many cars & tracks to master while attempting to shave seconds off the best times.

If you're into quick fast fun, it might be good to look elsewhere, however if you're into fast cars and realistic simulations along with great graphics and sound, then The Need for Speed is for you!

✓ Excellent graphics

✓ Good sound

✗ Controls on outside view to hard to use

OVERALL
8.5/10

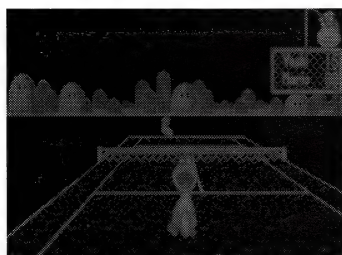
Sport

MARIO'S TENNIS

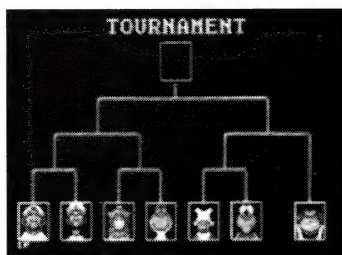
BY N I N T E N D O

F O R M A T

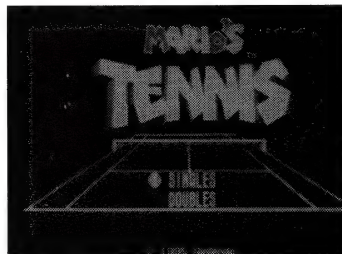
VIRTUAL BOY™



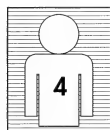
(top left) Winning a point and laughing about it.



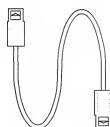
(top right) In tournament mode you get to play through until you win the championship.



(right) You can play in either single mode or doubles (which is cool!)



Here we have seven of our favourite Nintendo characters: Mario, Luigi, Princess, Yoshi, Toad, Koopa and Donkey Kong ready to match their skills against you in an excellent game of tennis.



The graphics are truly 3D with the atmosphere further enhanced by excellent sound that seems to be coming from all sides, which is trademark for all the Virtual Boy games.

In one player mode select one of the above characters and then choose one from the remaining six to be your computer operated opponent, in doubles mode you select your own two team members, one of which will be computer controlled and then your two opponents. Selecting

tournament mode, the Virtual Boy will automatically structure the playoffs and with a lot of practice you should end up in the finals.

There are three difficulty levels, so as your skill improves so can your opponents. Each character has his/her own unique strengths and weaknesses which can be a real challenge to work out. As you become accustomed to the game you can concentrate on learning to deliver all the shots in the book, backhand, forehand, lobs, dropshots, overhead slams and angle shots with topspin or backspin. Character control is responsive and overall Mario Tennis is quite an addictive game for all ages, with enough challenge to keep you submersed in VR for hours at a time..

- ✓ Real 3D graphics
- ✓ Multiplayer Tournament linkups
- ✓ Great sound effects and music

OVERALL

8/10

Shooting

RED ALARM

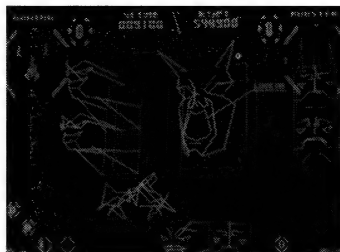
BY T & E SOFT

FORMAT

VIRTUAL BOY™

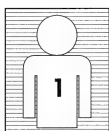
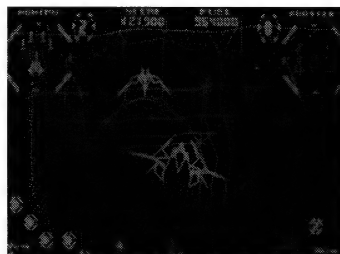


(top left) Picking up powerups to increase your ships performance.



(top right) One of the end bosses you must take on.

(right) The actual effect this game gives while playing is unsurpassed!



Red Alarm is an extremely good sci-fi flight shooting game with some very tough missions to conquer. The game offers three difficulty levels, four control settings and four playing views which can be changed during play.

The graphics, even though are polygon based are not texture mapped, which leave them a little devoid of substance and detail and can even become a little confusing at times because of the lack of solidity, which leaves the game appearing somewhat crude.

Although this game is let down slightly in the graphics department the game play is excellent with many challenging

sequences and mission bosses to defeat.

Navigate your fighter space ship through narrowed underground pathways and trenches. Opponents are many with various space ships, tanks and mech warriors all combining forces to blast you out of the air.

You equip your fighter with heavier weapons, shields and thrusters throughout your missions by finding and picking up items along the way

In Cockpit view the display shows shield bars, weapons, counters and speed gauges.

Overall this is a very good game with great long term value.

- ✓ Challenging missions
- ✓ Long term value
- x Wireframe polygon graphics

OVERALL

8.5/10

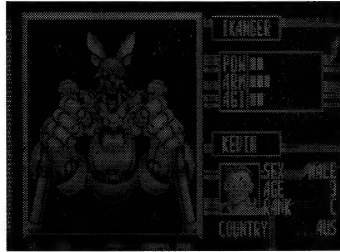
Fight

TELERO BOXER

BY N I N T E N D O

FORMAT

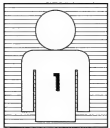
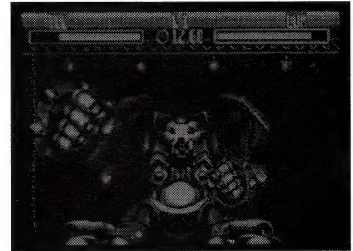
VIRTUAL BOY.



(top left) Choosing your character from the many variations available.



(top right and right) In the action fighting against some of the enemies who want to pulverise you!



Climb your way up the world boxing ranks in the first fighting game entry for the Virtual Boy.

You and your opponents are all human controlled cybernetic enhanced beings with abilities beyond normal humans. Sound and visuals are presented in a neat package and combined with very hard challenges from big, nasty robotic contenders. Telero Boxer is a definite favourite.

Game perspective is first person (your opponent is directly in front of you and all you see of your own robot is two heavy duty arms) controls are easy to learn with fends, blocks, uppercuts, hooks, rips, jabs and heavy hitting combos to master.

Every computer controlled opponent is rated and ranked according to his balanced combination of power, armour and agility and each possesses different strengths that far outweigh your own pitiful strength and skill levels, it is thus your aim to find the weakness in your attacker while your head is beaten to pulp.

At the end of each round you are sent to your corner for a short rest where some of your energy is restored before you again meet centre stage to swap blows. After defeat you are allowed the opportunity for rematch and your times and ranking are saved by the Virtual Boy so you can continue another day.

- ✓ Tough challenge
- ✓ Graphics and sound
- x Restricted body movement

OVERALL

8/10

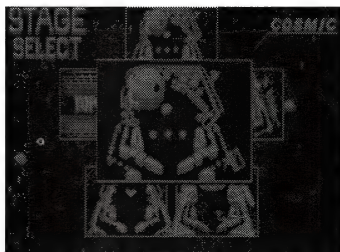
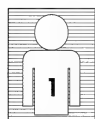
Pinball

GALACTIC PINBALL

BY N I N T E N D O

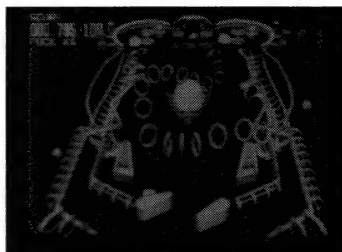
FORMAT

VIRTUAL BOY



(above) Selecting different stages.

Choose between four pinball machines each with a Sci-Fi theme: Colony, UFO, Alien and Cosmic. Each 3D rendered table is suspended in outer space, providing a unique challenge with all the usual pinball targets and



(above) One of the game layouts.

bumpers along with chance wheels etc. Top scores are saved automatically by the Virtual Boy with the preset topscore set at 5,000,000. Overall an excellent game which offers countless hours of fun.

- ✓ Very addictive gameplay
- ✓ Good variety and choice of games
- ✗ Only one player

OVERALL **8/10**

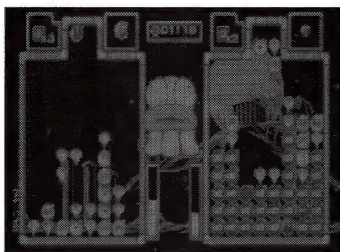
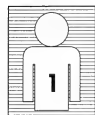
Puzzle

PANIC BOMBER

BY N I N T E N D O

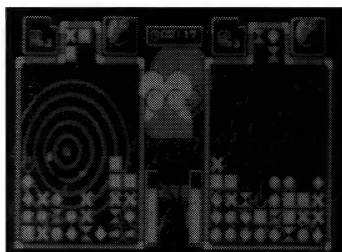
FORMAT

VIRTUAL BOY



(above) One of the various sets.

The opening sequences of this game are a highlight with amazing 3D graphics. A Tetris type game with the screen split into two playing areas, one for the player and one for the computer with backgrounds



(above) There are multiple

constantly scrolling. On your road to ultimate victory you must defeat all computer operated opponents, each more difficult to beat than the previous. A good puzzle type game which tests your cunning and reflexes.

- ✓ Very addictive gameplay
- ✓ Good variety and choice of games
- ✗ Only one player

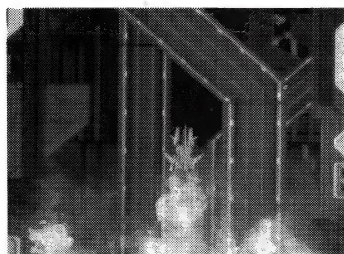
OVERALL **7.5/10**



TITLE: MOTOR TOON GP
BY: SONY C.E.
STYLE: RACING
PLAYERS: TWO

OVERALL
7.5/10

- ✓ Very smooth graphics
- ✓ Supports Negcon. Hurray!
- ✗ Normal joypad controls are a bit tricky



TITLE: PHILOSOMA
BY: SONY C.E.
STYLE: SHOOT
PLAYERS: ONE

OVERALL
9/10

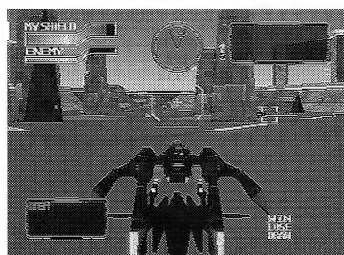
- ✓ Excellent graphics & control
- ✓ Tough to beat
- ✓ Awesome backgrounds



TITLE: STAR BLADE
BY: NAMCO
STYLE: SHOOTING
PLAYERS: ONE

OVERALL
6.5/10

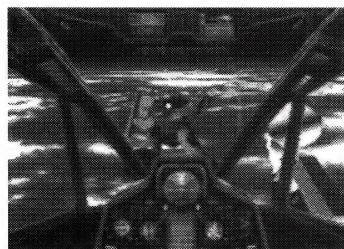
- ✓ Smooth flowing graphics
- ✗ Very repetitive
- ✗ Linear style game play



TITLE: CYBERSLED
BY: NAMCO
STYLE: SHOOTING
PLAYERS: TWO

OVERALL
6.5/10

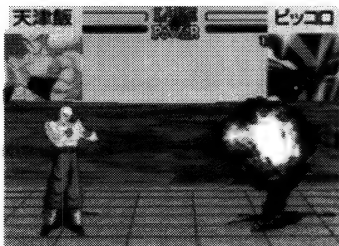
- ✓ Split screen 2 player mode
- ✓ Negcon Compatible
- ✗ Not quite as fast as arcade



TITLE: GUNDAM
BY: BANDAI
STYLE: VR BATTLE
PLAYERS: ONE

OVERALL
6.5/10

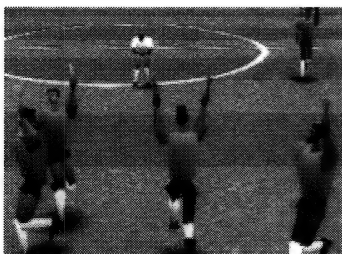
- ✓ Fast moving graphics
- ✗ Controls are a bit tricky
- ✗ Can't skip lengthy intro's



TITLE: DRAGONBALL Z
BY: BANDAI
STYLE: FIGHTING
PLAYERS: TWO

OVERALL
8/10

- ✓ Good choice of characters to choose from
- ✓ Great animation
- ✓ 8 player tournament mode



TITLE: WINNING ELEVEN
BY: KONAMI
STYLE: SPORT
PLAYERS: TWO

OVERALL
8.5/10

- ✓ Large polygon players
- ✓ Good responsive control
- ✓ Japanese and English menus



TITLE: VIRTUA FIGHTER RMX
BY: SEGA
STYLE: FIGHTING
PLAYERS: TWO

OVERALL
8.5/10

- ✓ Using VF2 engine for texture mapping
- ✓ No glitches and very smooth graphics
- ✗ Still the same controls



TITLE: VICTORY GOAL
BY: SEGA
STYLE: SPORT
PLAYERS: TWO

OVERALL
7/10

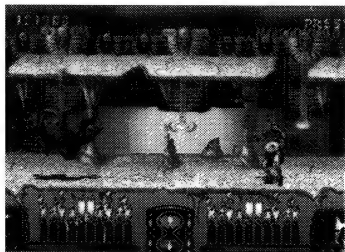
- ✓ Good rotation and scaling
- ✗ Controls could be better
- ✗ Blocky graphics



TITLE: CLOCKWORK KNIGHT
BY: SEGA
STYLE: PLATFORM
PLAYERS: ONE

OVERALL
7.5/10

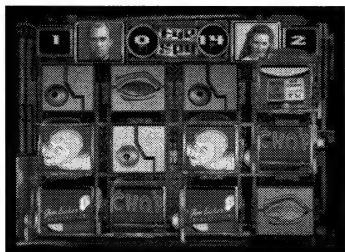
- ✓ Scrolling Pseudo 3D backgrounds
- ✓ Good demonstration of 2D abilities
- ✗ Too easy



TITLE: BATTLE MONSTERS
BY: NAXAT SOFT
STYLE: FIGHTING
PLAYERS: TWO

OVERALL
7.5/10

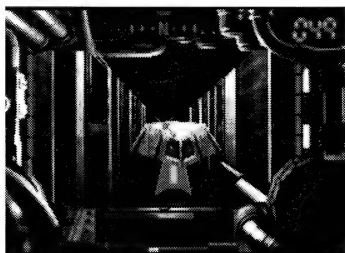
- ✓ Graphics are unreal
- ✗ Controls are not very easy
- ✗ Animation could be better



TITLE: ZHADNOST
BY: 3DO
STYLE: INTERACTIVE GAMES
PLAYERS: FOUR

OVERALL
8/10

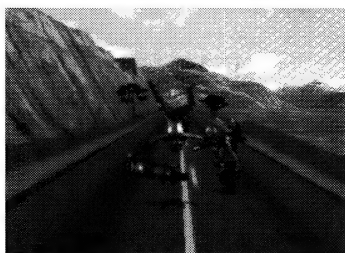
- ✓ Unique gameplay unlike any other
- ✓ Dynamically tunes difficulty during gameplay
- ✗ Some humour aimed at American market



TITLE: IRON ANGEL OF APOCALYPSE
BY: SYNERGY
STYLE: 1ST PERSON/RPG
PLAYERS: ONE

OVERALL
5/10

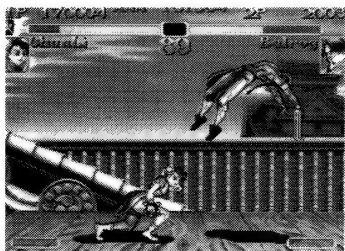
- ✓ Large game (31 levels)
- ✓ Multiple save points
- ✗ Controls are slow



TITLE: ROAD RASH
BY: ELECTRONIC ARTS
STYLE: RACING
PLAYERS: TWO

OVERALL
9/10

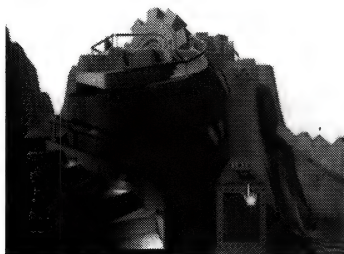
- ✓ Realistic and smooth graphics
- ✓ Great FMV
- ✗ Tracks don't have enough variety



TITLE: SUP STREETFIGHTER II X
BY: CAPCOM
STYLE: FIGHTING
PLAYERS: TWO

OVERALL
9/10

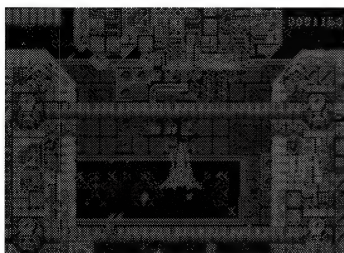
- ✓ Arcade quality graphics
- ✓ Long term value with Turbo settings
- ✗ Hard to pull off moves without 6 button pad



TITLE: MYST
BY: SUNSOFT
STYLE: RPG
PLAYERS: ONE

OVERALL
7/10

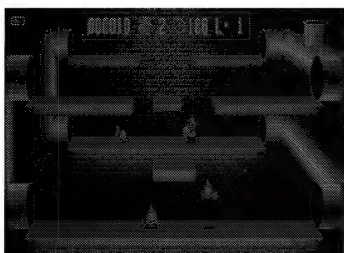
- ✓ Amazing graphic detail
- ✗ Too slow and boring
- ✗ Pointlessly difficult



TITLE: VERTICAL FORCE
BY: HUDSON SOFT
STYLE: SHOOT
PLAYERS: ONE

OVERALL
7/10

- ✓ Multi level fighting (above and below at once!)
- ✓ Texture mapping creates great atmosphere
- ✗ Not linkup compatible (might be upgraded)



TITLE: MARIO CLASH
BY: NINTENDO
STYLE: PLATFORM
PLAYERS: ONE

OVERALL
8.5/10

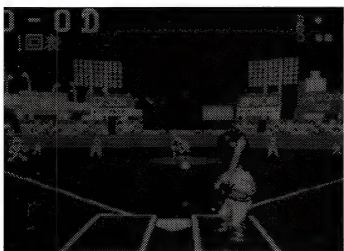
- ✓ Multi Dimensional play
- ✓ Excellent music and sound effects
- ✓ Excellent control and fun factor



TITLE: WATERWORLD
BY: OCEAN
STYLE: ACTION/ADVENTURE
PLAYERS: ONE

OVERALL
8.5/10

- ✓ Good use of new 3D engine for speed
- ✓ Excellent graphics
- ✗ Control takes getting used to



TITLE: VIRTUAL LEAGUE B/BALL
BY: KEMCO
STYLE: SPORT
PLAYERS: ONE

OVERALL
8/10

- ✓ Good panning and rotating
- ✓ Fun factor is very high
- ✗ Some Jap text (US version coming soon)

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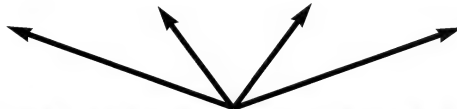
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Nintendo Virtual Boy
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SONY PLAYSTATION



CPU

R3000A 32bit RISC chip	
Clock rating	33.8mhz
Clearing capacity	30 MIPS
Bus bandwidth	132 Mbytes/sec

Memory

Main RAM	2 Megabytes
VRAM	1 Megabyte
Sound RAM	512 K
CD-ROM buffer	256K
Operating System ROM	512K
RAM cards for data save	128K EEprom

CD-ROM

Double speed, XA compliant

Sound

ADPCM, 24 channels	
Sampling frequency	44.1 Khz

3D Geometry Engine

High speed matrix calculator	
Clearing capacity	66 MIPS, 1.5 million flat-shaded polygons/sec, 500,000 texture-mapped and light-sourced polygons/sec

Data Engine (MDEC)

Clearing capacity	80 MIPS, CPU, direct bus connection, Also compatible with JPEG, MPEG1, H.261 files
-------------------	--

Graphics

Colours	16.7 million
Resolution	256x224 - 740x480
Miscellaneous	Sprite/BG drawing, Adjustable frame buffer, No line restriction, Unlimited CLUTs (Color Look-Up Tables), 4,000 8x8 pixel sprites with individual scaling and rotation, Simultaneous backgrounds (Parallax scrolling), 360,000 polygons/sec

This is one serious gaming machine. SNES, Megadrive, 32X, Jaguar, Saturn and 3DO all pale besides this monster. The PSX has 5 processors running concurrently. The main processor is the powerful LSI R3000A 32 bit RISC processor, in addition to it, there is a 66 MIPS High-speed Matrix Processor for calculating 3D polygons, there is a graphics processor for displaying sprites (2D) at 60 frames a second, a sound processor for doing CD quality sound and a 80 MIPS Data Expansion Engine for decompressing graphics and sound data from the CD-ROM, this is a very important player due to its help in cutting down the load time, since the data can be loaded from the CD in compressed form, then uncompressed on the fly! Also an important feature is the high bus bandwidth which is vital when using lots of colors in fast moving animations!

The Playstation has more RAM than many other consoles out there! Data can be stored in RAM in compressed form, then uncompressed on the fly during gameplay making the machine even faster! Put simply it is the fastest CD system out there!

SONY PLAYSTATION

HARDWARE

System-240v,NTSC/PAL(extra \$90),AV Cables,1 Controller, 12mths OZ w'ty
Pack 1 - System

\$599

ACCESSORIES

Extra Sony Controllers	Now	\$50
Extension Cable	Now	\$20
Memory Cards (128k)	Now	\$50
• Gamepad B Controller (Original Shape)	Now	\$50
• Honest Controller	Now	\$50
Namco Negcom Joypad	Now	\$145
ASCII turbo joypad	Now	\$105
• ASCII turbo joystick	Now	\$160
BattleKing Joystick	Now	\$110
• Honest Joystick (PSX, Sat, 3DO)	Now	\$90
Hori Joystick	Now	\$145
Playstation SVHS Cable	Now	\$10
• Playstation Action Replay Cart (15 cheats/card)	Now	\$100
Mouse	Now	\$65
RGB cable	Now	\$70
Multilink cable	Now	\$45
Playstation Pro PSX (play US games)	Coming	TBD
Sunsoft Joypad	Coming	TBD
Keyboard	Coming	TBD

SOFTWARE (US games in brackets)

	Type	Status	Price	Rating
Crime Crackers	1st Pers	Now	\$135	
Kileak - The Blood (US)	1st Pers	Now	\$145(\$95)	7/10
• 3 x 3 eyes	Act/Adv	Now	\$155	
• Aquanauts Holiday	Act/Adv	Now	\$155	
• Arc the Lad	Act/Adv	Now	\$155	
• Cyber War	Act/Adv	Now	\$185	
• Discworld (US only)	Act/Adv	Now	\$95	
Jumping Flash	Act/Adv	Now	\$145	7/10
Kyotenkai Pinball	Act/Adv	Now	\$135	
Adults Puzzle games (AO)	Adult	Now	\$135	
Beautiful Girl Mahjong	Adult	Now	\$145	
• Boxer's Road	Fight	Now	\$155	
• Dragon Ball Z	Fight	Now	\$155	9/10
Hot Blooded Hero	Fight	Now	\$155	
Magic Beast Warriors	Fight	Now	\$135	5/10
• Street Fighter-The Movie	Fight	Now	\$155	
Tekken (Iron Fist)	Fight	Now	\$135	9.5/10
Toh shin den (US)	Fight	Now	\$135(\$95)	9/10
Twin Goddesses	Fight	Now	\$155	4/10
• Zero Divide	Fight	Now	\$185	
Pachisuro	Gamble	Now	\$135	
• Rayman (US)	Plat	Now	\$155(\$95)	
Furoponkun	Puzzle	Now	\$135	
Geom Cube	Puzzle	Now	\$135	
Gussun Oyoyo	Puzzle	Now	\$155	
India Mahjong	Puzzle	Now	\$135	
Jigsaw World	Puzzle	Now	\$135	
Mazin (Mahjong)	Puzzle	Now	\$145	

PRODUCTS/ACCESSORIES

	Puzzle	Now	\$135	
Tama	Puzzle	Now	\$135/(\$85)	
Twinbee Pazurudama (US)	Race	Now	\$135	2/10
Cosmic Race	Race	Now	\$135	7.5/10
Motor Toon Grand Prix	Race	Now	\$135(\$85)	9/10
Ridge Racer (US)	RPG	Now	\$155	
A-Train IV (Jap)	RPG	Now	\$155	
Hunter Laimu (Jap RPG)	RPG	Now	\$135	
Kings Field	RPG	Now	\$155	
• Kings Field 2	RPG	Now	\$95	
• Myst (US only)	RPG	Now	\$95	
• Psychic Detective (US only)	RPG	Now	\$135	
Space Griffon VF-9	RPG	Now	\$145	
Special Collection vol 1	RPG	Now	\$95	
• Theme Park (US only)	RPG	Now	\$135	
Victory Zone	Shoot	Now	\$135	6.5/10
Cybersled	Shoot	Now	\$155	6.5/10
• Gundam	Shoot	Now	\$145	8.5/10
• Gunners Heaven	Shoot	Now	\$155	
• Night Striker II	Shoot	Now	\$95	
• Nova Storm (US only)	Shoot	Now	\$135(\$85)	
• Parodius Deluxe (US)	Shoot	Now	\$155	9/10
• Philosoma	Shoot	Now	\$155(\$85)	7/10
• Raiden Project (US)	Shoot	Now	\$95	
• Shockwave 2 (US only)	Shoot	Now	\$135	6.5/10
Star Blade Alpha	Shoot	Now	\$95	
• Total Eclipse Turbo (US only)	Shoot	Now	\$95	
• Viewpoint (US only)	Shoot	Now	\$95	
• Wing Commander 3 (US only)	Shoot	Now	\$155	
• Zeitgeist	Sim	Now	\$155	9/10
• Ace Combat	Sport	Now	\$85	
• ESPN Extreme Games (US only)	Sport	Now	\$95	
• NBA Jam Tournament Edition (US only)	Sport	Now	\$95	
• PGA Tour Golf (US only)	Sport	Now	\$155(\$95)	
• Power Serve Tennis (US)	Sport	Now	\$135	
Powerful Pro Baseball	Sport	Now	\$155	8.5/10
• Winning Eleven Soccer	Strategy	Now	\$155	
Japan Chess King	1st Pers	Coming	TBD	
Virus (Oct)	Act/Adv	Coming	TBD	
Attack of Zolgear	Act/Adv	Coming	TBD	
Batman Forever	Act/Adv	Coming	TBD	
Blazing Dragons	Act/Adv	Coming	TBD	
Charlotte's Castle	Act/Adv	Coming	TBD	
Ghouls and Ghosts	Act/Adv	Coming	TBD	
Judge Dredd	Act/Adv	Coming	TBD	
Legacy of Kain	Act/Adv	Coming	TBD	
Metal Jacket (Oct)	Act/Adv	Coming	\$180	
Parasite	Act/Adv	Coming	TBD	
Sentient	Act/Adv	Coming	TBD	
Spawn	Act/Adv	Coming	TBD	
Super 2015 Q	Act/Adv	Coming	TBD	
The Horde	Act/Adv	Coming	TBD	
UFO	Act/Adv	Coming	TBD	
Water World	Act/Adv	Coming	TBD	
Breath of Fire	Fight	Coming	TBD	
Dark Stalkers	Fight	Coming	TBD	
Extreme Power	Fight	Coming	TBD	
Four Masters	Fight	Coming	TBD	

PRODUCTS/ACCESSORIES

Godzilla	Fight	Coming	TBD
Mortal Kombat 3 (Oct 13)	Fight	Coming	TBD
Streetfighter History	Fight	Coming	TBD
Super Slam Masters	Fight	Coming	TBD
Super Street Fighter II Turbo	Fight	Coming	TBD
Vampire-The night warriors	Fight	Coming	TBD
X-Men	Fight	Coming	TBD
Derby Stallion	Gamble	Coming	TBD
Demolition Man	Interact	Coming	TBD
Shredfest	Interact	Coming	TBD
Earthworm Jim	Plat	Coming	TBD
Gex	Plat	Coming	TBD
Mickey Mania	Plat	Coming	TBD
Lemmings 3D	Puzzle	Coming	TBD
Ace Driver	Race	Coming	TBD
Alpine Racer-Namco	Race	Coming	TBD
Destruction Derby (Dec)	Race	Coming	TBD
Indycar Racing	Race	Coming	TBD
Motor Toon Grand Prix 2	Race	Coming	TBD
Off World Interceptor	Race	Coming	TBD
Race Drivin'	Race	Coming	TBD
Ridge Racer 2	Race	Coming	TBD
Road Rash	Race	Coming	TBD
Steamgear Mash	Race	Coming	TBD
Super Racer	Race	Coming	TBD
Twisted Metal (Oct)	Race	Coming	TBD
Wipeout (Oct)	Race	Coming	TBD
Blue Forest Tale	RPG	Coming	TBD
Crystal Dragon	RPG	Coming	TBD
Doom (Oct)	RPG	Coming	TBD
Labyrinth	RPG	Coming	TBD
Princess Master	RPG	Coming	TBD
The Tale of Poporok Uroisu	RPG	Coming	TBD
War Hammer	RPG	Coming	TBD
Aliens Trilogy	Shoot	Coming	TBD
Assault Rigs	Shoot	Coming	TBD
Cross Fire	Shoot	Coming	TBD
G-Police	Shoot	Coming	TBD
Galaxian 3	Shoot	Coming	TBD
Insect War	Shoot	Coming	TBD
Krazy Ivan (Oct)	Shoot	Coming	TBD
Razorwing	Shoot	Coming	TBD
Revolution X	Shoot	Coming	TBD
Space 2109	Shoot	Coming	TBD
Syndicate Wars	Shoot	Coming	TBD
VMAX	Shoot	Coming	TBD
Warhawk	Shoot	Coming	TBD
3D Baseball	Sport	Coming	TBD
Big Hurt Baseball	Sport	Coming	TBD
FIFA International Soccer	Sport	Coming	TBD
Fishings	Sport	Coming	TBD
Power Soccer (Oct)	Sport	Coming	TBD
World Cup Golf	Sport	Coming	TBD
WWF Wrestlemania	Sport	Coming	TBD
11th Hour	Strategy	Coming	TBD
Fly	TBA	Coming	TBD
Fujimaru:Adventures in Hell	TBA	Coming	TBD

SEGA SATURN



CPU

Two Hitachi SH-2 32bit RISC

Clock rating 28 MHz

Clearing Capacity 50 MIPS

Co-Processors

Hitachi SH1, 24bit DSP, Motorola 68000, two video processors

Memory

Main RAM 16Mbit

VRAM 12Mbits

Sound RAM 512K

Buffer RAM 512K

Battery RAM 32K

Graphics

Resolution 352 x 224 or 640 x 224

Colours 16.7 million, 32k on screen

Sprites/Polygons VDP1 chip, dual frame buffer

Backgrounds VDP2 chip; 5 planes, 2 rotation planes

Sound

Main processor 16bit 68EC000 processor @ 11.3 MHz

Secondary processor Yamaha FH1

Sound FM, PCM, 44.1KHz sampling frequency, 32 voices

DSP 128 steps/44Khz

Data Storage

Double Speed CD-ROM Drive

Cartridge Slot

SEGA SATURN

Sega Saturn is the next level taken to a new universe. It is a display of technological prowess. It is a mastery of both mind and matter. It is a combination of rare talent and dogged determination. It is ...well, it's a lot of things. But, hey, you get the idea. This isn't exactly a box of bolts. It's a vehicle that will propel you to another world.

Sega Saturn's massive parallel processing power creates super fast, explosive graphics and game play. Three 32-bit RISC processors, a CD ROM drive and two powerful video processor ASICs deliver blazing video performance - including 16 million colors and stunning 3-D graphics. And Sega Saturn plays games and audio CDs in full digital sound and Surround Sound.

SEGA SATURN

HARDWARE

Systems-240v,AV Cables,1 Controller	
Sega Saturn NTSC (PAL extra \$90), 12mths OZ w'ty	\$599
Sega Saturn PAL with 1 game, 12mths OZ w'ty	\$790
Hitachi Saturn Pack 1 -	TBD
JVC Saturn Pack 1 -	TBD

ACCESSORIES

Sega Joypad	Now	\$55
ST-2 Saturn Controller	Now	\$55
Panther Turbo Saturn Contr.	Now	\$60
Saturn Bear Brand Joypad	Now	\$45
• UFO Wireless Controllers (set of 2)	Now	\$70
Battle King Joystick + Adaptor	Now	\$100
Battle King Joystick Adapter	Now	\$35
Saturn HORI Joystick	Now	\$165
Sega Joystick	Now	\$85
• Sega Mission Stick	Now	\$105
• Honest Joystick (PSX, Sat, 3DO)	Now	\$90
• Datel Decoder (play US games)	Now	\$60
Six Player adaptor	Now	\$75
Mouse	Now	\$125
• MPEG Cartridge	Now	\$410
• RF cable	Now	\$50
SVHS Cable	Now	\$55
RGB Cable	Now	\$40
Memory Card	Now	\$80
• Steering Wheel	Now	\$105
Steering Wheel (Hydraulic)	Coming	\$310
VR Headset	Coming	\$410

SOFTWARE (US games in brackets)

	Type	Status	Price	Rating
Deadlus	1st Pers	Now	\$120	8.5/10
• Astal-Crystal Legend (US)	Act/Adv	Now	\$105(\$95)	7.5/10
• Bug! (US only)	Act/Adv	Now	\$70	
Kyotenkai Pinball	Act/Adv	Now	\$105	
• Neo Hydlide	Act/Adv	Now	\$125	
Panzer Dragoon (US)	Act/Adv	Now	\$120(\$90)	9/10
• Robotica (US only)	Act/Adv	Now	\$90	
Shanghai IV: The great walls	Act/Adv	Now	\$110	
• Suiko Enbo (Tiger History)	Act/Adv	Now	\$105	
Beautiful Girl Mahjong	Adult	Now	\$120	
• Battle Monsters	Fight	Now	\$110	7.5/10
• Hot Blooded Hero	Fight	Now	\$125	
• Pretty Fighter X	Fight	Now	\$135	
• Shinobi X	Fight	Now	\$95	8/10
• Streetfighter The Movie	Fight	Now	\$115	
• Super Street Fighter	Fight	Now	\$105	
• Virtua Fighter Remix	Fight	Now	\$85	8.5/10
Mahjong Gokuh (Monkey)	Gamble	Now	\$125	
Clockwork Knight (US)	Plat	Now	\$95(\$70)	7.5/10
• Clockwork Knight 2	Plat	Now	\$95	
• Rayman (US only)	Plat	Now	\$95	
Tama	Puzzle	Now	\$125	

PRODUCTS/ACCESSORIES

• Blue Seed	Race	Now	\$140	
Daytona USA (US)	Race	Now	\$115(\$95)	7.5/10
Gale Racer (Rad Mobile 2)	Race	Now	\$115	
• Grand Chaser	Race	Now	\$105	7.5/10
• Race Drivin	Race	Now	\$90	
Chinese Detective	RPG	Now	\$115	
• Dark Seed	RPG	Now	\$140	
• Day Dream	RPG	Now	\$120	
Myst (US)	RPG	Now	\$125(\$95)	
• Neo Generation II (Jap)	RPG	Now	\$130	
• Spinning Wisdom (Jap)	RPG	Now	\$95	
Gotha	Shoot	Now	\$120	
Parodius Deluxe	Shoot	Now	\$110	
• 3D Pinball	Sim	Now	\$115	
• Greatest 9	Sport	Now	\$120	
• NBA Jam Tournament Edition (US only)	Sport	Now	\$95	
• Pebble beach golf	Sport	Now	\$115	
Side Pocket	Sport	Now	\$120	
• Slam Dunk	Sport	Now	\$125	
Victory Goal	Sport	Now	\$115	7/10
• Virtual Volleyball	Sport	Now	\$135	
• World Wide Soccer (US only)	Sport	Now	\$90	
Doom II	1st Pers	Coming	TBD	
Quake	1st Pers	Coming	TBD	
Tetsujin	1st Pers	Coming	TBD	
Assault Suit Leynos II	Act/Adv	Coming	TBD	
Dune 2	Act/Adv	Coming	TBD	
League Road Saga	Act/Adv	Coming	TBD	
Rig lord Saga	Act/Adv	Coming	TBD	
Wildcats	Act/Adv	Coming	TBD	
Housing	Edu	Coming	TBD	
Housing Catalogue	Edu	Coming	TBD	
Eternal Champions	Fight	Coming	TBD	
Fire Pro Wrestling	Fight	Coming	TBD	
Golden Axe: The Duel	Fight	Coming	TBD	
Metal Fighter Miku	Fight	Coming	TBD	
Mortal Kombat 3	Fight	Coming	TBD	
Ultraman	Fight	Coming	TBD	
Virtua Fighter II	Fight	Coming	TBD	
Luxor Casino	Gamble	Coming	TBD	
Super Real Mahjong	Gamble	Coming	TBD	
VR Mahjong	Gamble	Coming	TBD	
Ecco the Dolphin	Plat	Coming	\$125	
Free Runner	Plat	Coming	TBD	
Gex	Plat	Coming	TBD	
Mr Bones	Plat	Coming	TBD	
Swagman	Plat	Coming	TBD	
D-Game	Puzzle	Coming	TBD	
Hissatsu Pachinko Collection	Puzzle	Coming	TBD	
Cyber Race	Race	Coming	TBD	
Derby Starion Saturn	Race	Coming	TBD	
Fractal Racer	Race	Coming	TBD	

PRODUCTS/ACCESSORIES

Hyper Derby	Race	Coming	TBD
Off World Interceptor	Race	Coming	TBD
Overdrive	Race	Coming	TBD
US Drag Champ	Race	Coming	TBD
Virtua Grand Prix	Race	Coming	TBD
Virtua Racing Saturn	Race	Coming	TBD
11th hour: 7th guest II	RPG	Coming	TBD
Dynamic Fantasy (Prov Title)	RPG	Coming	TBD
Fantasy Earth (Prov Title)	RPG	Coming	TBD
Fantasy Labyrinth	RPG	Coming	TBD
Great Wall of China	RPG	Coming	TBD
Mansion of Hidden souls II	RPG	Coming	TBD
Rampo	RPG	Coming	TBD
Tomb Raiders	RPG	Coming	TBD
Antheres Wing Arms	Shoot	Coming	TBD
Gundam	Shoot	Coming	TBD
Keio Flying Squadron	Shoot	Coming	TBD
Ray Force	Shoot	Coming	TBD
Solar Eclipse	Shoot	Coming	TBD
Star Wars	Shoot	Coming	TBD
Starcade	Shoot	Coming	TBD
Total Eclipse	Shoot	Coming	TBD
Van Battle	Shoot	Coming	TBD
Viewpoint	Shoot	Coming	TBD
Sim City 2000	Sim	Coming	TBD
Tom Cat Alley Saturn	Sim	Coming	TBD
4D Boxing	Sport	Coming	TBD
Blazing Tornado	Sport	Coming	TBD
Human Fire Pro Wrestling	Sport	Coming	TBD
Ice Hockey (Provisional Title)	Sport	Coming	TBD
Masters Golf	Sport	Coming	TBD
NFL Jam	Sport	Coming	TBD
Saturn Basketball (Prov Title)	Sport	Coming	TBD
Virtua Hang On	Sport	Coming	TBD
Virtua Tennis	Sport	Coming	TBD
World Cup Golf	Sport	Coming	TBD
World Series Baseball	Sport	Coming	TBD
A Train IV	Strategy	Coming	TBD
Pachinko Collection	Strategy	Coming	TBD
Romance Of The Three Kingdoms	Strategy	Coming	TBD
Aquanauts Holiday	TBA	Coming	TBD
Bermuda Triangle	TBA	Coming	TBD
Cotton 2	TBA	Coming	TBD
Dream House	TBA	Coming	TBD
Gamesmaster	TBA	Coming	TBD
Hard Core	TBA	Coming	TBD
Magic Night Ray Earth	TBA	Coming	TBD
Pinball Arena	TBA	Coming	TBD
Quo Padis	TBA	Coming	TBD
Raynos 2	TBA	Coming	TBD
Shogi Saturn	TBA	Coming	TBD
Stadora	TBA	Coming	TBD

3DO

CPU

ARM60 32bit RISC

Clock rating

12.5Mhz

Co-Processors

Twin graphics animation engines @ 25Mhz

Direct memory access engine @ 50Mb/sec

Memory

RAM

2MB

VRAM

1MB

SRAM

32KB (Battery Backup)

ROM

1MB

DSP

Original 16 bit Digital Signal Processor

Video/Audio

Video Output

RFVideo, NTSC, Channel 3 or 4 (switch selectable), S-Video, NTSC
Composite video, NTSC (RS170 A Standard)

Resolution

640(H) x 480 (V) dots (inside 320x240 dots)

Colours

Maximum 16.7 million/standard 32K

Audio

Stereo 16 bit PCM (Sampling 44.1 kHz)

Storage

CD-ROM Drive

Size 12 and 8 cm (CD Single), Double speed CD-ROM Drive (Read
buffer: 32KB)

I/O Ports

Control Port

Low Speed I/O: Dsub-9 pin x 1, Daisy Chainable system

Expansion Port

High Speed I/O: 30 pin x 1

AV Expansion Port

High Speed AV-I/O (Video CD Adaptor): 68 pin x 1

The 3DO Interactive Multiplayer

The 3DO Interactive Multiplayer system is a revolutionary product that brings stunning audiovisual realism to interactive entertainment, education and information software.

At the heart of the 3DO system is a custom chip set that generates photorealistic graphics, fluid animations, CD quality digital sound and fast paced interactivity. The system also features a double speed CD-ROM drive, which accommodates hundreds of times more software data than cartridge or floppy based systems. With this large capacity, 3DO software can offer more of the graphics, animation, video, musical scores, sound effects and other multimedia elements necessary for deep rich software productions.

With future expansion options, the 3DO system will be enhanced in a number of ways. These include keyboards, mice, children's trackballs, modems, memory storage cards, video CD decoders and accelerators.

As a multiplayer device, the 3DO system plays existing music CDs and photo CDs, which can both be controlled as if they were in a standard player, with on screen displays and functions.

Note: Goldstar, Panasonic, Sanyo and Samsung system specs are identical.



3DO HARDWARE

SYSTEMS

All - NTSC/PAL(extra \$90), 240v, RF Cables, 1 Controller, 12mths OZ w'ty

PANASONIC REAL 3DO - System II (FZ-10)

Pack 1 - System \$499

GOLDSTAR 3DO

Pack 1 - Shockwave and FIFA Soccer \$695

SANYO T R Y 3DO

Pack 1 - World Cup Golf \$685

TOSHIBA Portable Car Navigation 3DO TBA

Scientific Atlanta Set top Cable 3DO Box TBA

3DO Mark II 64bit System (Feb '96) TBA

3DO Mark II 64bit upgrade (Dec '95) \$240

ACCESSORIES

Goldstar MPEG Cartridge Now \$430

• Panasonic FZ-10 MPEG Cartridge Now \$450

Joystick Adaptor (allow any SNES joystick to be used) Now \$50

Joystick Adaptor (allow any 4 SNES joysticks to be used) Now \$95

Analogue Flight Stick Pro Now \$180

Digital Joystick Now TBA

Battle King 6 Button Joystick Now \$100

Magic Power 6 Button Joystick (Daisy Chainable) Now \$90

HORI Joystick Now \$160

Wireless Controllers (2 per set)Stealth 5 Button Now \$80

Wireless Controllers (2 per set)UFO 8 Button Now \$70

Extra Controller-Panasonic 3DO Now \$69

Extra Controller-Goldstar 3DO Now \$69

6 Button Fighting Sword Joypad (Turbo/Rapid Fire) Now \$70

6 Button Turbo 1 Joypad Now \$70

6 Button Multistar Joypad Now \$70

6 Button Panasonic Joypad Coming TBA

6 Button ASCII Joypad Coming TBA

6 Button Capcom Joypad Coming TBA

• Game Gun (2-Player) Now \$79

Controller Extension Cable (1.8m) Now \$10

AV Cable (Gold Tip) Now \$10

AT&T Voice Modem for Panasonic Coming TBA

Keyboard Peripheral Coming TBA

• Logitech Mouse Now \$79

Memory Upgrade (Panasonic) Coming TBA

TDK Card Reader Coming TBA

TDK Memory Card Coming TBA

Virtual Reality Glasses Coming TBA

PRODUCTS/ACCESSORIES

SOFTWARE	Type	Status	Price	Rating
AD&D Slayer	1st Pers	Now	\$80	5/10
Immercenary	1st Pers	Now	\$89	
• Iron Angel of the Apocalypse	1st Pers	Now	\$89	
Monster Manor	1st Pers	Now	\$80	
Quarantine	1st Pers	Now	\$70	
Seal of the Pharaoh	1st Pers	Now	\$89	
Supreme Warrior	1st Pers	Now	\$89	
Black Mask of Death-Jap	Act/Adv	Now	\$99	
Corpse Killer	Act/Adv	Now	\$89	
Dragon's Lair	Act/Adv	Now	\$80	
Flashback	Act/Adv	Now	\$89	8/10
Ghost Hunter-Jap	Act/Adv	Now	\$99	
• Ice Break	Act/Adv	Now	\$89	
• Kingdom: The Far Reaches	Act/Adv	Now	\$89	
Out of this world	Act/Adv	Now	\$85	
• Space Ace	Act/Adv	Now	\$89	
• Strahl (English)	Act/Adv	Now	\$89	
Syndicate	Act/Adv	Now	\$89	
Theatre Wars-Jap	Act/Adv	Now	\$89	
• The Deadlus Encounter	Act/Adv	Now	\$89	
• Trip'D	Act/Adv	Now	\$89	8/10
• Virtuoso	Act/Adv	Now	\$89	
Amigo II Photo CD (AO)	Adult	Now	\$85	
Amigo Photo CD (AO)	Adult	Now	\$85	
Beautiful Girl Mahjong (AO)	Adult	Now	\$89	
Blonde Justice (Adults Only)	Adult	Now	\$59	
Camera Man 2 (AO)	Adult	Now	\$65	
Camera Man 3 (AO)	Adult	Now	\$65	
Camera Man 4 (AO)	Adult	Now	\$65	
• Camera Man 5 (AO)	Adult	Now	\$65	
Camera Man (AO)	Adult	Now	\$65	
Clinic Mahjong (AO)	Adult	Now	\$75	
Endlessly	Adult	Now	\$89	
Girl 100	Adult	Now	\$89	
Girl University	Adult	Now	\$89	
Immortal Desire (Adults Only)	Adult	Now	\$59	
Japan Fist Gambling	Adult	Now	\$89	
Japan Fist Gambling 2	Adult	Now	\$89	
Love Bites (Adults Only)	Adult	Now	\$85	
Mind Teasers (AO)	Adult	Now	\$69	
Mindlessly	Adult	Now	\$65	
Neuro Dancer	Adult	Now	\$65	
Penthouse Jap Version (AO)	Adult	Now	\$80	
Plumbers Don't Wear Ties	Adult	Now	\$65	
Sex (AO)	Adult	Now	\$80	
Sexy Mahjong-Jap	Adult	Now	\$80	
Super Girl Collection	Adult	Now	\$89	
Super Models Go Wild	Adult	Now	\$70	
The Best Angle (Adults Only)	Adult	Now	\$59	
The Coven (Adults Only)	Adult	Now	\$59	
Twinkle Night (AO cards)	Adult	Now	\$89	
Winner Takes All	Adult	Now	\$65	
20th Century Almanac	Edu	Now	\$85	
3D Atlas	Edu	Now	\$89	
Fatty Bears Birthday Surprise	Edu	Now	\$89	

PRODUCTS/ACCESSORIES

Fatty Bears fun pack	Edu	Now	\$89	
Oceans Below	Edu	Now	\$79	
Putt Putt goes to the moon	Edu	Now	\$89	
Putt Putt joins the parade	Edu	Now	\$89	
Putt Putt's fun pack	Edu	Now	\$89	
San Diego Zoo - The Animals	Edu	Now	\$80	
Sesame Street	Edu	Now	\$82	
Shelley Duvall's it's a birds life	Edu	Now	\$85	
Space Shuttle	Edu	Now	\$80	
Toon Time	Edu	Now	\$39	
Woody Woodpecker v1,2 or 3	Edu	Now	\$39	
Rise of the Robots	Fight	Now	\$89	
Sailor Moon	Fight	Now	\$89	
Samurai Shodown	Fight	Now	\$89	
Shadow: War of Succession	Fight	Now	\$80	
Super Streetfighter II Turbo X	Fight	Now	\$89	9/10
Ultraman Powered-Jap	Fight	Now	\$80	
Way of the Warrior	Fight	Now	\$82	
Yu Yu Fighting (Jap)	Fight	Now	\$80	
Bet on the Table-Jap	Gamble	Now	\$99	
Cowboy Casino	Gamble	Now	\$89	
Shangai Triple Threat Mahjong	Gamble	Now	\$85	
Crime Patrol	Gun	Now	\$89	
Mad Dog McCree	Gun	Now	\$89	
Mad Dog McCree 2-Lost Gold	Gun	Now	\$80	
• Space Pirates	Gun	Now	\$89	
Who Shot Johnny Rock?	Gun	Now	\$89	
• Who Shot Johnny Rock? 2	Gun	Now	\$89	
Demolition Man	Interact	Now	\$89	
Digital Dreamware	Interact	Now	\$80	
Fun N Games	Interact	Now	\$89	
Jurassic Park	Interact	Now	\$60	
Night Trap	Interact	Now	\$85	
Station Invasion	Interact	Now	\$70	
Twisted	Interact	Now	\$70	
• Zhadnost	Interact	Now	\$89	8/10
Pataank	Pinball	Now	\$89	
REAL Pinball	Pinball	Now	\$89	
Real Pinball 2	Pinball	Now	\$89	
Gex	Plat	Now	\$89	9/10
Soccer Kid	Plat	Now	\$80	
Columns (WARP)-Jap	Puzzle	Now	\$80	
Family Feud	Puzzle	Now	\$60	
Gridders	Puzzle	Now	\$89	
Lemmings Chronicles	Puzzle	Now	\$89	
The Incredible Machine	Puzzle	Now	\$89	
Crash N Burn	Race	Now	\$80	
• Dirt Racer	Race	Now	\$89	
Megarace	Race	Now	\$70	
Road Rash	Race	Now	\$82	9/10
The Need For Speed	Race	Now	\$89	8/10
Alone in the Dark	RPG	Now	\$80	
Balzerion (Jap RPG)	RPG	Now	\$89	
Doreamons (Jap)	RPG	Now	\$89	
Dr. Hauzer-Jap	RPG	Now	\$80	
Guardian War	RPG	Now	\$89	
• Hell	RPG	Now	\$89	

PRODUCTS/ACCESSORIES

Lost Files of Sherlock Holmes	RPG	Now	\$70	
• Mazer	RPG	Now	\$89	
Myst	RPG	Now	\$89	6/10
• Panzer General	RPG	Now	\$89	
Star Control II	RPG	Now	\$89	
The Horde	RPG	Now	\$89	
Theme Park	RPG	Now	\$89	
Wacky Racers-Jap	RPG	Now	\$99	
Burning Soldier	Shoot	Now	\$80	
Fireball-Jap	Shoot	Now	\$80	
Insect War	Shoot	Now	\$89	
Microcosm	Shoot	Now	\$80	
Nova Storm	Shoot	Now	\$80	
Off World Interceptor	Shoot	Now	\$89	
• Pyramid Intruder	Shoot	Now	\$89	
Rebel Assault	Shoot	Now	\$89	
• Scramble Cobra	Shoot	Now	\$89	
Sewer Shark	Shoot	Now	\$80	
Shockwave	Shoot	Now	\$82	
Shockwave Oper. Jumpgate	Shoot	Now	\$50	
Star Blade	Shoot	Now	\$89	
Stellar 7: Draxons Revenge	Shoot	Now	\$89	
Super Wing Commander	Shoot	Now	\$89	
Total Eclipse	Shoot	Now	\$70	
• Wing Commander 3	Shoot	Now	\$89	9/10
Flying Nightmares	Sim	Now	\$89	
VR Stalker	Sim	Now	\$80	
ESPN:Baseball	Sport	Now	\$89	
ESPN:Football	Sport	Now	\$89	
ESPN:Golf	Sport	Now	\$89	
ESPN: Interactive Aerobics	Sport	Now	\$89	
ESPN: Interactive Basketball	Sport	Now	\$89	
ESPN:Soccer-Advanced Soccer	Sport	Now	\$89	
FIFA International Soccer	Sport	Now	\$89	9.5/10
Jammit	Sport	Now	\$89	
John Madden Football	Sport	Now	\$89	
Pebble Beach Golf	Sport	Now	\$70	
Slam 'n Jam	Sport	Now	\$89	8.5/10
• Slope Style	Sport	Now	\$89	
Waialae Country Club Golf	Sport	Now	\$89	
World Cup Golf	Sport	Now	\$89	
• World Cup Soccer	Sport	Now	\$89	
Wreck 18 golf	Sport	Now	\$89	
Battle Chess	Strategy	Now	\$89	
Return Fire	Strategy	Now	\$89	
Virtual House	VR	Now	\$89	
Doom	1st Pers	Coming	\$89	
Doom 2	1st Pers	Coming	TBD	
Time 2 Die	1st Pers	Coming	TBD	
Time is broken	1st Pers	Coming	\$89	
3D Adventures	Act/Adv	Coming	\$89	
Aditus	Act/Adv	Coming	TBD	
Bladeforce	Act/Adv	Coming	\$89	
Brain Dead 13	Act/Adv	Coming	\$89	
Cadillacs & Dinosaurs	Act/Adv	Coming	\$89	
Creature Shock	Act/Adv	Coming	\$89	
Cyber War	Act/Adv	Coming	\$89	

PRODUCTS/ACCESSORIES

Cyberia	Act/Adv	Coming	TBD
Day of the Tentacle	Act/Adv	Coming	TBD
Dead Hunt	Act/Adv	Coming	\$89
Discworld	Act/Adv	Coming	\$89
Dragon	Act/Adv	Coming	\$89
Dragon's Lair II	Act/Adv	Coming	\$89
Dragon's Lore	Act/Adv	Coming	\$89
Duelin Firemen	Act/Adv	Coming	TBD
Fire Wolves	Act/Adv	Coming	\$89
Gradius 2	Act/Adv	Coming	TBD
Heart of Darkness	Act/Adv	Coming	TBD
Inferno	Act/Adv	Coming	TBD
Killing Time	Act/Adv	Coming	\$89
Loadstar: Legend of Tully	Act/Adv	Coming	\$89
Lost Vikings	Act/Adv	Coming	TBD
Maelstrom	Act/Adv	Coming	TBD
Magic Carpet	Act/Adv	Coming	TBD
Nobunagas Ambition IV	Act/Adv	Coming	\$89
PO'ed	Act/Adv	Coming	\$89
Policenauts	Act/Adv	Coming	TBD
Prowler	Act/Adv	Coming	\$89
Rock, Rap & Roll 1	Act/Adv	Coming	TBD
Rock, Rap & Roll 2	Act/Adv	Coming	TBD
Shadow Caster	Act/Adv	Coming	\$89
Space Hulk	Act/Adv	Coming	\$89
Star Trek: The next generation	Act/Adv	Coming	TBD
Ultima 8	Act/Adv	Coming	TBD
American Blonde (AO)	Adult	Coming	TBD
Blind Spot (AO)	Adult	Coming	TBD
Blindage (AO)	Adult	Coming	TBD
Cheating (AO)	Adult	Coming	TBD
Dream Machine (X Rated)	Adult	Coming	TBD
Int. Advent. Seymour Butts (X-rated)	Adult	Coming	TBD
Intimate Journey (AO)	Adult	Coming	TBD
Naked Reunion (AO)	Adult	Coming	TBD
Naked Revenge (AO)	Adult	Coming	TBD
New Machine (X rated)	Adult	Coming	TBD
Passion Files	Adult	Coming	\$65
Steamy Windows (AO)	Adult	Coming	TBD
The Swap (AO)	Adult	Coming	TBD
Voices in my bed (AO)	Adult	Coming	TBD
Dinopark Tycoon	Edu	Coming	TBD
Mathmagics	Edu	Coming	TBD
Peter Pan	Edu	Coming	\$89
Aliens vs Predator - Arcade	Fight	Coming	TBD
Ballz	Fight	Coming	\$89
Clayfighter II	Fight	Coming	\$89
Dark Stalkers (Arcade)	Fight	Coming	TBD
Megatech	Fight	Coming	TBD
Mortal Kombat II	Fight	Coming	TBD
Mortal Kombat III (Mark 2 sys)	Fight	Coming	TBD
Primal Rage	Fight	Coming	TBD
Tempo	Fight	Coming	TBD
Terminator Rampage	Fight	Coming	TBD
Galactic Casino	Gamble	Coming	TBD
Drug Wars	Gun	Coming	TBD
Fun!	Interact	Coming	TBD

PRODUCTS/ACCESSORIES

Planet Vegas	Interact	Coming	\$89
Wing Commander Academy	Interact	Coming	TBD
Bubbsy	Plat	Coming	TBD
Captain Quasar	Plat	Coming	TBD
Cool Knight	Plat	Coming	TBD
Cool Spot	Plat	Coming	TBD
Derelect	Plat	Coming	TBD
Dragon Ball Z	Plat	Coming	TBD
Earthworm Jim	Plat	Coming	TBD
Lawnmower Man	Plat	Coming	TBD
Thinking Rabbit	Plat	Coming	TBD
Twin Bee	Plat	Coming	TBD
Inspector Dangers Crime Quiz	Puzzle	Coming	TBD
BC Racer	Race	Coming	\$89
Omega Race	Race	Coming	TBD
Powerslide	Race	Coming	\$89
Ridge Racer	Race	Coming	TBD
Rock n Roll Racing	Race	Coming	TBD
Winning Post	Horse	Coming	TBD
11th Hour	RPG	Coming	\$89
Alone in the Dark 2	RPG	Coming	\$89
BIOS Fear	RPG	Coming	TBD
Conquered Kingdom	RPG	Coming	TBD
Deathkeep (ADD 2)	RPG	Coming	TBD
Ground Zero Texas	RPG	Coming	TBD
Might & Magic 5	RPG	Coming	TBD
Psychic Detective	RPG	Coming	\$89
Return to Zork	RPG	Coming	TBD
Robinsons Requiem	RPG	Coming	\$89
The Perfect General	RPG	Coming	\$89
Wizard of Oz	RPG	Coming	TBD
After Shock	Shoot	Coming	\$89
Aliens Trilogy	Shoot	Coming	TBD
Blue Star	Shoot	Coming	TBD
Cyberclash	Shoot	Coming	TBD
Dinoblaze	Shoot	Coming	\$89
Galaxian 3	Shoot	Coming	TBD
Scorched Earth	Shoot	Coming	TBD
Shockwave 2	Shoot	Coming	TBD
Sky Viper	Shoot	Coming	TBD
Tigernaut...Beyond the stars	Shoot	Coming	\$89
Trance Mission	Shoot	Coming	TBD
Virtual Dragon wars	Shoot	Coming	TBD
X-Wing	Shoot	Coming	TBD
Aces over Europe	Sim	Coming	TBD
Air Warrior	Sim	Coming	TBD
Falcon 3DO	Sim	Coming	TBD
Sea Wolf SSN-21	Sim	Coming	TBD
World Builders	Sim	Coming	TBD
3D Football	Sport	Coming	TBD
Ali Basketball	Sport	Coming	TBD
Beach Volleyball	Sport	Coming	TBD
Icebreaker	Sport	Coming	\$89
NBA Jam Tournament Edition	Sport	Coming	TBD
NFL '95	Sport	Coming	TBD
NHL Hockey	Sport	Coming	TBD
PGA Tour Golf	Sport	Coming	\$89

3DO 64bit M2

CPU

PowerPC 604 64bit RISC	66Mhz
Clock rating	64Kbits total (32k/32k)
Instruction/Data caches	132 MFLOPS
FPU capability	528 Mbytes/sec
Bus Bandwidth	

Co-Processors

Custom Processors	10 Custom Processors
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Memory

Main Memory	48 Mbits (SDRAM, ROM), including cache coherent memory system
Bus	64 bit

Graphics

Resolution	640 x 480 and 320 x 240
Colours	24 or 16 bit colour depth (16.8 million colours)
Full Motion Video	MPEG engine supports JPEG decompression
Performance	100,000,000 pixels/sec rendering, 1,000,000 polygons/sec, 700,000 polygons/sec with full features

Custom Graphics Capabilities

Texture Mapping	Destination based rendering
Texture Compression	Hardware decompression
Filtering	Linear, Bi-Linear, Tri-Linear, Point Sampled
MipMapping	Multiple levels of detail
Gouraud Shading	RGB and Alpha Channel
Other	3D Perspective Correction, Hardware Z-Buffering, Alpha Channel, Special Effects

Audio

DSP Speed	66Mhz
Channels	32, with Hardware decompression and interpolation on all channels
Other	MPEG Audio decompression

Software Compatibility

Game Save Options	Supports all 3DO titles (backwards compatible)
-------------------	--

Expansion Options

Control Port	Internal non-volatile memory
--------------	------------------------------

	Storage Cards
--	---------------

	3DO card slots for peripherals including modems and other sophisticated options
--	---

	Supports existing and future peripherals (backwards compatible)
--	---

The 3DO 64bit M2

3DO's M2 64-bit architecture is designed to create a quantum leap in advanced CD entertainment technology. The M2 accelerator is coming in two forms, the first an add-on for the existing 3DO systems and the second a stand alone system (both systems will be equal in performance). The 3DO Company claims the M2 has ten times the power of the Playstation and Saturn. The ten new co-processors can create effects to polygons including Tri-Linear MipMapping. This technology was invented by Silicon Graphics and what it means is no pixelisation or blockiness to graphics, no matter how close or far away you are. Also the sound capabilities have been enhanced so much so, that they are better than the Saturn's, with 32 channels available, a 66Mhz DSP and on-the-fly 3D sound spatialization. Another advantage the M2 has is the one block of memory instead of broken up smaller chunks, which gives increased speed and reliability.



NINTENDO VIRTUAL BOY

**CPU**

32-bit RISC

Clock rating

20Mhz

Storage

Cartridge

Memory

Built in Cartridge

Graphics

Resolution

Headset

384 x 224 pixels per eye

High speed, fluid accurate movement, utilising two high-resolution, optical-mirror-scanning LEDS (light emitting diode) to display full 3D Virtual Reality

Sound

Processor

Stereophonic sound processor creating full 3D sound (self contained speaker system)

Power Requirements

6 x AA batteries

Optional AC adapter

Virtual Boy is the first three-dimensional, virtual immersion, 32-bit RISC video game system developed and produced for the mass-market. Virtual Boy's unique design eliminates all external stimuli, totally immersing players into their own private universe with high-resolution red images against a deep black background. The 3-D experience is enhanced through stereophonic sound and a new specially designed, double-grip controller which accommodates multi-directional spatial movement.

Virtual Boy utilises two proprietary RTI mirror-scanning LED arrays to create a stereoscopic, 3-D environment not possible on conventional television or LCD screens. Just as in real life, each eye sees the image from a slightly different angle, which is what makes things look closer or farther away.

More than 100 developers and third-party publishers currently are creating games for Virtual Boy.

NINTENDO VIRTUAL BOY

HARDWARE

- | | |
|-----------------------------------|-------|
| • Pack 1 - System, 12mths OZ w'ty | \$299 |
|-----------------------------------|-------|

ACCESSORIES

- | | | |
|----------------------|--------|------|
| • AC Adaptor | Now | \$25 |
| System connect cable | Coming | TBD |

SOFTWARE

- | | Type | Status | Price | Rating |
|----------------------------|---------|--------|-------|--------|
| • Telero Boxer | Fight | Now | \$85 | 8/10 |
| • Galactic Pinball | Puzzle | Now | \$85 | 8/10 |
| • Panic Bomber | Puzzle | Now | \$85 | 7.5/10 |
| • Red Alarm | Shoot | Now | \$85 | 8.5/10 |
| • Vertical Force | Shoot | Now | \$95 | 7/10 |
| • Mario's Tennis | Sport | Now | \$85 | 8/10 |
| • Virtual Golf | Sport | Now | \$85 | |
| • Mario Clash | Act/Adv | Now | \$85 | 8.5/10 |
| Waterworld | Act/Adv | Coming | TBD | 8.5/10 |
| Mortal Kombat 3 | Fight | Coming | TBD | |
| V1 Tetris | Puzzle | Coming | \$110 | |
| Devil Busters (Prov Title) | Shoot | Coming | TBD | |
| Faceball | Sim | Coming | TBD | |
| Virtual League Baseball | Sport | Coming | TBD | 8/10 |

NINTENDO ULTRA 64



There are a lot of specs floating around which are either totally garbage or totally unsubstantiated, the following is a list of specs which are all direct from Nintendo and/or SGI sources.

Approx. System Power Reality Engine quality (source: George Zachary of SGI)

Main CPU

64 bit R4300i MIPS RISC

Clock rating 100 MHz (minimum)

Clearing capacity 100 MIPS (minimum)

Graphics

128bit (equal) Reality Immersion Co-processor @ 80MHz generating 100 MFLOPS (minimum)

Colour 24 bit, 16.8 million

Hardware Features Load Management, Tri Linear MIPmapped Interpolation, Anti-Aliasing, Gouraud Shading, Z-Buffering, Perspective Correction

Supported Resolutions PAL (European TV Standard: 768x576), NTSC (USA TV Standard: 645x486), SVGA (1024x768), HDTV resolutions are suspected, but are as yet unconfirmed

DSP Chip Not confirmed

System BUS

Speed 500MHz

Bandwidth 500Mbytes/second transfer rate.

Sound

Audio 44.1kHz, CD quality

Channels 64 synchronous with 20bit oversampling

Silicon Cartridge

ROM size 32 megabits (4MB) to 800 megabits (100MB)

Access Time 2 million times faster than a CDROM drive

Bandwidth 30MB/sec transfer rate

The following is a quote from George Zachary (SGI) on the **Ultra 64** (although he won't give too much away and we aren't allowed to tell you too much I am sure you can see the figures yourself!) "There is a *HUGE* difference in the realism between "over 100,000 real-time, anti-aliased, tri-linear mip-mapped interpolated, gouraud-shaded, perspective-correct, z-buffered, lit, blended (and the rest of the poly features) polygons" and Sony's 360K quote. They compare absolutely different numbers." and "If you look at N64 press release back in 1993, we stated *over* 100,000 full featured polygons per second, *Not* 100,000 exactly, but *at least* 100,000."

PRODUCTS/ACCESSORIES

NINTENDO ~~ULTRA~~ 64

HARDWARE

Pack 1 - System, controller ~~and 1 game~~ **US \$699 JAP \$799** TBD

ACCESSORIES

Extra Controllers Coming ~~\$200~~ TBD
 Rewritable ~~Memory~~ Add-on Coming TBD

SOFTWARE

	Type	Status	Price	Rating
Doom 3 (Special Edition)	1st Pers	Coming	TBD	
Iron Man XO	1st Pers	Coming	TBD	
Batman Forever	Act/Adv	Coming	TBD	
Pocahontas	Act/Adv	Coming	TBD	
Power Rangers the movie	Act/Adv	Coming	TBD	
Turok the dinosaur hunter	Act/Adv	Coming	TBD	
Killer Instinct	Fight	Coming	TBD	
Killer Instinct GOLD	Fight	Coming	TBD	
Mortal Kombat 3 (Feb '96)	Fight	Coming	TBD	
Robotech	Fight	Coming	TBD	
Slam Masters 2	Fight	Coming	TBD	
Super Streetfighter III	Fight	Coming	TBD	
X-Men	Fight	Coming	TBD	
Castlevania V	Plat	Coming	TBD	
Super Mario 64	30 Plat	Coming \$130	TBD	
Cruiz 'n USA	Race	Coming	TBD	
F-Zero V	Race	Coming	TBD	
Final Fantasy VIII	RPG	Coming	TBD	
Shadows of the Empire	RPG	Coming	TBD	
Star Fox X	Shoot	Coming	TBD	
Star Wars Trilogy	Shoot	Coming	TBD	
FIFA International Soccer	Sport	Coming	TBD	
John Madden Football	Sport	Coming	TBD	
Monster Dunk	Sport	Coming	TBD	
NHL Hockey	Sport	Coming	TBD	
WWF Wrestlemania	Sport	Coming	TBD	

Pilot Wings 64

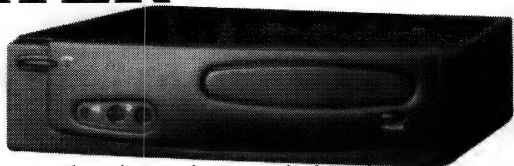
Flight Sim

\$130

PAL CONVERTER

\$50

APPLE/BANDAI POWERPLAYER



CPU

64-bit PowerPC 603 RISC

Clock rating

66Mhz

Type

Superscalar processor, three instructions per clock cycle

Cache

8Kbyte data, 8Kbyte instruction

FPU

Single and Double IEEE standard precision

Storage

CD-ROM Quad (4x) speed

Formats Supported

Audio CD, CD+, MPEG "White Book" (requires decoder)

Memory

System/Video

6Mbytes

ROM

4Mbytes

SRAM

64Kbytes Store/Restore backup RAM

Memory Expansion

1, 2, 4, 8 Mbyte memory cards

Graphics

Resolution

640 x 480 pixels

Colours

16.7 million, 8bit and 16bit on screen

Audio

Output

Dual Stereo 16bit CD Quality

Input

Dual 16bit stereo digitised

Telephony

Geoport ready

Video

Output standards

NTSC & PAL Composite, S-Video, and VGA support

Controllers

Supports up to four simultaneous via ADB (Apple Desktop Bus)
Mouse and keyboard peripherals available on launch

Data I/O

One standard serial communication port, PCI-like expansion for
floppy drive, hard drive, graphics accelerators, codecs and so on.

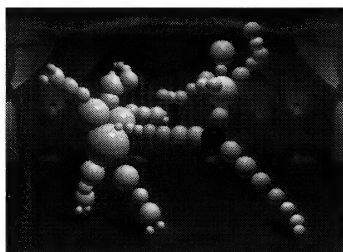
Software

Run-Time environment derived from Mac OS, Integration of
Quicktime 2.0 and native PowerPC Quickdraw GX, Disk resident
system stamped on CD with title software, System startup from CD,
680x0 emulator, Macintosh Toolbox intact, localised bitmapped fonts,
Reduced Macintosh system ROM footprint.

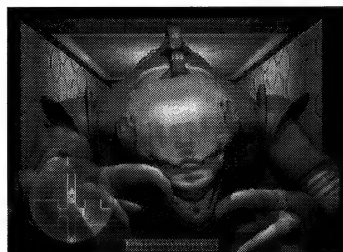
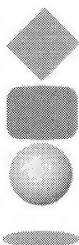
OTHER ACCESSORIES

V34 internal Modem with Fax (with 7 years w'ty)	\$410
3-D Sound Generator (Surround sound from 2 speakers)	\$270
Video Partner (play games on VGA monitor)	\$190
NTSC to PAL Converter (for use with 3DO, JAG, Etc.)	\$100
Stepdown Transformer - 240v to 110v	\$50
Cows lips and bums soup SEPTEMBER SPECIAL	Two for \$349
CD Cleaning/Maintenance Kit	\$40
CD Carry case (put discs in,so you don't need cases)holds 12	\$30
CD Carry case-holds 24	\$50

UP AND COMING...



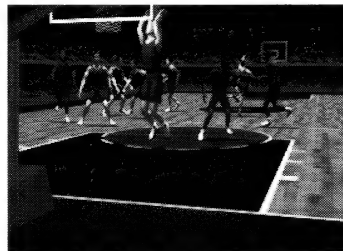
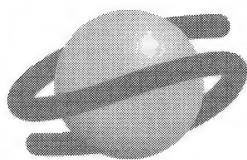
Ballz, a full polygon fighting game, looks great.



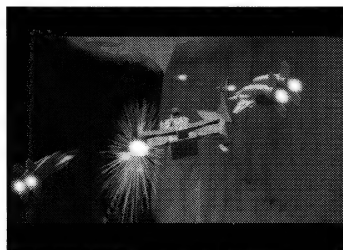
Space Hulk, EA's new first person shoot em' up.



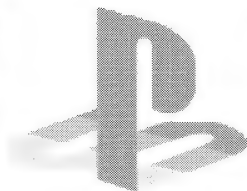
Sega Rally, Yes the arcade smash is comin' home!



NBA for the Saturn certainly looks hot, all polygon players!



RazorWing, Sony's latest shoot em' up, Awesome!



Shockwave 2, The successor to the game that changed shoot em' ups for ever!

Hello Phoenix, I have recently seen the Panasonic 3DO, Sega Saturn and the Sony Playstation in action. There is absolutely no doubt in my mind that the Sony Playstation kicks major butt and I am looking to purchase one in the next two weeks. What I need to know is

- i) The difference between NTSC and PAL.
- ii) Whether or not I need a PAL Converter and if I do will I still get full screen pictures (no ugly borders).
- iii) Do I need a vertical hold adjuster on my TV.
- iv) Is there picture quality loss when using a PAL Converter.
- v) How do Converters hook up to your game machine.

It would be appreciated if you could answer these questions for me.

Ahmed Salooji
Perth, WA.

i) NTSC and PAL are two different TV signals which are used in different parts of the world. Countries such as the US and many countries in Asia, including Japan, design TVs, videos, and most importantly Video Game Consoles to utilise the NTSC signal which has a refresh rate of 60 frames per second (60 Hz) and 575 lines on screen. Countries such as Australia and European countries like the UK use PAL as a standard TV signal which has a refresh rate of 50 frames per second (50 Hz) and use a larger 625 lines of screen space.

Video Game Consoles are always released overseas from countries such as Japan and USA first, this is the reason systems like the Playstation, 3DO, Saturn & upcoming Ultra 64 are always available NTSC for many months (sometimes years) before local PAL versions are designed and manufactured, and unfortunately for Australians these local versions are released when the technology becomes obsolete and better technology is once again available overseas.

ii) Whether or not you require a NTSC-PAL converter is greatly dependant on the type of TV you wish to connect your system to. If you own a PAL TV you will be able to connect your new console to it without a converter but you will find that the signal/picture will be displayed in perfect greyscale (black & white) only. By adding a PAL converter the on screen colours will then be added. If you have a PAL TV check the manual or back of it to see if it runs at 50Hz or 50/60 Hz. Most newer PAL tvs run at 50/60 Hz, these sets still require a PAL converter but will allow all your games to be displayed full screen with no bothersome black borders on the top and bottom

of the screen. If you have an older PAL TV, it is likely that it runs at a rate of 50 Hz only, if this is the case you will need to use a converter and unfortunately your games will be displayed with horizontal borders. Many tvs that are sold in Australia nowadays come with the added feature of being 'Multi-system' or 'NTSC compatible' which means they can run PAL & NTSC signals, you will not need a converter for these type of TV.s and all your games will run with the entire screen taken up by the games, "no ugly borders". So if you are looking to purchase a new TV it is highly recommended to purchase a set with this ability.

iii) Because NTSC Consoles run at 60Hz, when setting them up to some PAL tvs which run at 50Hz only, an on screen horizontal scrolling (which will appear as a number of horizontally repeated images) may occur because of the differing refresh rates. To remedy this situation you must adjust the vertical hold which most older TV sets have. Please note that some tv sets have vertical hold adjusters positioned internally, so a technicians assistance may be required. The awkward part in determining compatibility is the fact that a very small percentage of PAL TV.s have either no vertical hold adjuster or in even rarer cases an internal automatic adjuster which makes it impossible to tune your console into. Again in some circumstances a TV technician may, for a small fee, correct the problem.

iv) A slight loss in picture quality can be noted when using a converter but in most cases the difference is not noticeable. Different brand and model tvs also offer varying quality in picture.

v) Good quality PAL converters offer flexibility by allowing set up through RF (TV Aerial output) or AV (Audio, Video - yellow, red & white inputs). This means a system can be connected through a converter into a video recorder which has Audio/Video inputs as well as directly into a tv. And by the way Ahmed, you are absolutely right, Playstation does kick butt big time.

I have had enough of the 'Wait and see' attitudes people keep clinging to, when asked what next generation console they will buy. The 64-Bit market is a long way off. Hell, the 32-Bit market is barely on its feet! If your afraid of losing money, welcome to planet Earth. If you're waiting for a 64-Bit console, you're going to be waiting a long time and bound to miss out on a lot of fun, and by then there will be another wave of systems designed to keep you "Wait and seeing". Sure you could wait for the Playstation to be launched in Europe/Australia, but by then people like me would have spent a lot of memorable time with friends fooling around with an

import machine which runs faster anyway. If you have access to imported systems then go for it, get a Playstation. And since price has always been an issue, there's no denying the Playstation is now reasonably cheap. Study the specs and you'll find it is more powerful overall.

If you are considering a high-end PC you are not being realistic! The Playstation makes a 90Mhz Pentium look like a snail. And by the way, bugger the Ultra 64, it is going to be super but I'll worry about it when it becomes available and I see for myself what it has to offer; 3DO, Saturn and Playstation are all available now, they are the best you can get at this moment, and this 'moment' is likely to last for a long time. Play today I say - you might be dead tomorrow.

Harry Honoudius
St. Leonards, NSW

Well what can we say?

Dear Sir,
I am looking to purchase a new Super Console in the next few weeks. What bothers me is that there are so many to choose from and different articles you read all say different systems are better. What I am after is an honest overall view taking into account hardware specs, software quality and support. As you are in a position to see and play all the latest systems and games, your views would be valued.

Nick Moussiades
Elwood, Vic.

Nick, with so many systems available and more to be released it can definitely become quite confusing when trying to decide where to spend your hard earned dollars. Conflicting articles, marketing hype and biased reports compiled by people or magazines with vested interests can make it very difficult for anyone who wishes to purchase a new system.

Firstly and most importantly it would be highly recommended that you arrange to see for yourself what each system has to offer as everyone has differing tastes. Do not let your judgement be swayed by specifications, articles or sales talk, base your choice solely on your own experience with each system; which system did YOU enjoy the most. If you are not in a position to see these systems the following Pros & Cons of each system have been outlined to assist you in your decision:
3DO

PROS- Large range of software, software reasonably priced, MII Upgrade available end of '95.

CONS- Existing 3DO is now outdated technology, software is not arcade quality, MII Upgrade may be lacking software support for some time.

SONY PLAYSTATION

PROS- Sony is a huge company renown for making high quality merchandise, fastest growing range of software, best hardware available, software better than arcade quality, many arcade conversions, best controllers, very compact unit, possible future upgrade.

CONS- controller leads too short (extension cables xtra purchase), some early complex software has slowdown.

SEGA SATURN

PROS- Popular Sega arcade conversions, possible future upgrade.

CONS- Software is not arcade quality, many games are too easy to complete.

OVERVIEW- If you already have a 3DO, stick with it at least until the upgrade becomes available and then compare it to Ultra 64. I wouldn't bother with a Saturn at the moment as up to now it has not been overly impressive. If you do not already have a system and are looking to purchase one in the next few months, Playstation is highly recommended, many of the best 3DO titles are being converted for it as well.

I understand that there are many different brands of the 3DO available, can you please explain the differences & tell me which one is the best, I believe the Panasonic 3DO is the best system and I wish to purchase one soon. My mother bought a Goldstar television about a year ago and it has been plagued with problems so she does not want a Goldstar 3DO.

Robert Navotney
Footscray, Vic.

3DO technology is a set of specifications designed and owned by the 3DO company. The 3DO company licences out the rights to separate manufacturing companies such as Panasonic, Sanyo, Samsung and Goldstar to manufacture their own 3DO systems based on the 3DO standard specs. This works in a very similar way to that of VHS video technology which was designed and owned by JVC yet many manufacturers, by paying royalties to JVC are licenced to manufacture video recorders using the VHS standard. Although each company's 3DO system appears different the functions and performance are very much the same yet to date the Panasonic 3DOs FZ-1 & FZ-10, like all Panasonic products, are well respected for their high quality and reliability and are highly recommended.

HINTS AND CHEATS

In all cheats, LS=Left Shift, RS=Right Shift, UL=Diagonal Up and Left, UR=Diagonal Up and Right, DL=Diagonal Down and Left, DR=Diagonal Down and Right.

3DO Cheats

FIFA Soccer Krazy Codes

When you pause the game try entering on of the following codes for huge balls or metallic men or even giant players:

Invisible Walls - A B B A C A B B B A

Laser Ball - L S A C R S B A L S L S

Giant Player - B A B A R S B A B B A R S

Big Ball - B C B A L S L S A B A L S L S

Metallic Men - B A R S C L S B A B B A

Beef Cake - R S A L S B A C L S A B A

Radical Curve - C A R S C A B R S A B B L S

Crazy Bounce - L S A B A R S R S A C A

Brute Mode - R S A B B A C L S L S B A C L S.

Quarantine Level Passwords

2nd level - 98645782

3rd level - 89962254

4th level - 54185654

5th level - 92146125

Ending level - 33289642

Return Fire Play any level

Play any level - After beginning a new game, go to the Map Selection Screen and press up (from green to red squares), now enter WOLF as your password (all squares should light green), now you can select any level in the game!

Debug Screen - Start a game in any level (as above) and hold LS and RS then press start.

Burning Soldier Debug Menu

By using the Debug Menu you can even play a four player game, here's how:

Debug Menu - At the Main Menu go to Options and press a button to enter, on controller two press LS RS C X R at the same time.

Star Blade Rapid Fire & Infinite Continues

Enter these codes at the Title screen (where it says STARBLADE...All rights reserved...)

Rapid Fire - U U D D L R A A B B C C

Infinite Continues - U R D L A B C U L D

If you want to both at once enter Rapid Fire and wait for the demo to finished and returns to the Main Title screen, then enter the Infinite Continues code.

Demolition Man Level Select

Anywhere throughout the game press pause then press LS A U D RS U, now hold B and scroll up or down to choose the level. You can now go through all the levels (including hidden ones) and

the sound test menu, you can even go into the Virgin design team room and shoot them all!

Plumbers Don't Wear Ties *Remove Censorship* Want to check out the chicks without the censorship bars blocking the nice view? Well now you can, in the beginning of the game where the girl is talking to you press the following:

Remove Censorship - U D R L D R X, you will then get extra cinema's and what you actually paid for (this code should not be used by people who are not allowed to view explicit material!)

The Horde Invincibility, Run Fast etc.

Start a new game, press and hold A B U, while holding them wait till the game begins then press pause, while paused press one of the following:

Invincibility - B U R D A D A R

30,000 extra crowns - L A A B L A R D

Run Fast - B R A B

Skip to Castle - D A L L D A A R

Watch all videos in a row - During the game hold U A B then press Pause, while paused press R A L L A U B press pause to skip each one.

SATURN Cheats

Panzer Dragoon Extra Weapons

If you complete the game on Hard you get some information about different modes and weapons, here are a few for those of you who are wimps and can't get through...

Enter all codes in the Start/Selection screen:

Wizard Mode - L S R S L S R S U D U D L R.

Rotate Mode - After entering Wizard Mode rotate the D-Pad 4-5 times.

Final stage - U U D U R R L R D D U D L L R L.

Extra Weapon - U X R Y D Z L X Y Z. (Y= Machine Gun, Z=Razor, B=Razor Balls, C=More power than A, A&B are unchanged)

Daytona Race as a Horse, Time Attack etc.

Want to race as a Horse? Well there are two ways you can get Uma (that's the horses name) First, you can race in Saturn mode on atleast default difficulty and win each of the 3 tracks, or you could try this before you press start:

UMA Horse - Hold UL + X A Z B - Then press start

Other Cheats:

Time Attack - Hold Start at the select your car screen to play with no enemy cars (only in Saturn Mode).

Karaoke Mode - Hold U when you select a track and the words to the song will scroll along the bottom of the screen (only in Arcade mode).

Mirror Mode - Hold Start when you select a track to race in reverse (only in saturn mode).

HINTS AND CHEATS

Change Music - Enter options mode and change your controller to type B, now begin a new game and press either X Y or Z for different music.

Stop the Slots - Press X when in front of the slot machine on Beginner track, get three 7's for extra time!

Rotate Jeffery - Press X when in front of the Jeffery statue on Expert track.

Listen to AM2 Music - To listen to music from heaps of games (23 all up) enter your name at the high scores screen as the initial of that game (e.g. V.F-Virtua Fighter, A.B-Afterburner, ORS-Outrun, VMO-Sword of Vermilion, G.F-Galaxy Force, V.R-Virtua Racing, etc.)

Clockwork Knight Level Select, 999 Lives At the Title Screen (while press start button is showing) press one of the following:

Level Select - L U R D D R R U R S, press up or down to select level.

Final Stage - After entering the above code press L R R U R R U D R R U R

999 Lives - U R(x 9) D(x 6) L(x7) Z X Y Y Y Z, Confirmation means the opening song plays again.

Million Point Bonus - Finish Stage 2-2 (the train set) in under 30 secs, make sure you get the clock item if you want to make it!

PLAYSTATION CHEATS

Toh Shin Den Viewpoints, Moves, Bosses

At the options menu change the controller type so you get LS1 LS2 RS1 & RS2 "NOT USE", change camera action to 'YOUR SELF', then change controller type to 33 or higher. Now start the game and pause. Press ● ▲ ■ × simultaneously and then select twice. Using the four LS & RS buttons or control pad, you can control the vantage point to anywhere you like. Press the select button to zoom.

Play as Gaia - As the options menu is appearing do the following movement without pause:

D DR R+■, if you entered the code correctly you will hear the word FIGHT and the text turns pink. To play as Gaia start a game and hold up while you select Eiji.

Play as Sho - First enter the Gaia code, lose deliberately and let the continue runout, now when the options menu creates, using controller 2, enter R D DR+■, if you entered it correctly you will hear the word FIGHT and the text turns light blue, now start a game and press down while selecting Kayin. You can now play as either Sho or Gaia.

Super Secret Moves - The following is a list of moves for each player:

Eiji: U D U D R L R L+▲+●

Kayin: R DR D L DL L R L+▲+×

Sofia: DR D DL D DR L R D+▲+●

Run-Go: UR U UL L DL R L D+▲+●

Fo: × ■ ▲ ● L R L R+▲+●

Mondo: R UR U U L R DR D+▲+●

Duke: DR D DL D DR D L R+▲+●

Ellis: DR D DL D DR L R+▲+●

Gaia: DR D DL D DR L R D+▲+●

Sho: D R UR U UL L D+▲+●

Tekken Two planes for Galaxian

Before the Sony Logo comes, on pad 2 press and hold the following:

Two Planes - U LS1 × ▲.

If you shoot all the Galaxians in all the sets without having to continue (pressing select after you lose) you will automatically get all the bosses for each character except Heihachi or Dragon Kazuya.

Play as the bosses - To play as any of the bosses, simply fight your way through without changing characters (you can continue) and the boss will automatically be saved to your memory card.

Play as Heihachi - To play as Heihachi just fight your way through using any character without continuing and again it will autosave to mem card.

Super Combos - Each character has a super combo, you must do them fast and without pause, practice is required, but once you master them they are devastating.

Kazuya: ▲ ■ ▲ ▲ × ● ● ● ▲ ■

Yoshimitsu: ■ ▲ ■ ● ● ● ■ ■ ■ ■

Paul: ■ ▲ × ▲ ■ ▲ ■ ● ■ ■

Law: DR ■ ▲ ■ × × × × ●

Jack: D(Hold) ■ ■ ■ ■ ■ ■ ■ ▲+■ ▲+■

King: ■ ▲ ■ ■ ▲ ● ● ● ■ ×

Nina: ■ ■ ■ ▲ × × ▲ ■ ■ ●

Michelle: ▲ ■ ■ ▲ × × × ● ● ■

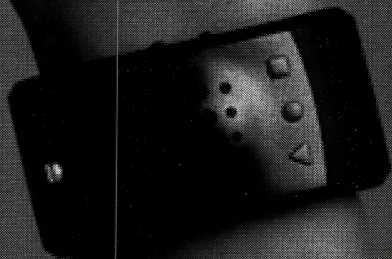
Watch this space next month for all the bosses super combo's!

Ultimate Parodius Full Powerups

While playing either single or two player mode press pause and enter: U U D D D L R L R × ●, now unpause and you will have full powerups and new shield.

If you have any really cool cheats for any of these consoles E-Mail, Mail, Fax or Phone them through to us and if they are really hot we will print them and send you something (we will let you know what!)

Our invention
of the month is
the latest gadget
from AT&T, with this
wrist watch mobile
phone, you can reach
anyone, anywhere in the
world, just by talking into
your hand. Cool Hey?



ORDERING PROCEDURES

Please call for the latest pricing before ordering.

METHODS OF PAYMENT

Direct Deposit (No Cheques):

A complete walkthrough guide to Direct Deposit Ordering: Go to your nearest Westpac Bank and say boo to everyone, then pick up a **Deposit** form. Along the bottom of the form are five(yes 5) areas to insert info. The first is the **N.I.B.** section, just ignore it, it will go away. The next four are the ones that make a difference in life. The first being **Aux Serial no.**, this is where you put **Your Membership No.** (it's on the front of the envelope). The second is **Branch No.**, which is **734002**. The third is **Account No.**, which is **503691**. The fourth is **trancode** (I don't think up these names!) which is **60**. The **Account Name** is **Phoenix Imports (Duh!)**. To sum up:

- Aux Serial No. ---> Your Membership No.
- Branch No. ---> 734002
- Account No. ---> 503691
- Trancode ---> 60
- Account Name ---> Phoenix Imports

Phoenix Money

If you want to build up credit towards purchasing something (perhaps cows lips and bums soup) you can Direct Deposit any amount into your Phoenix sub-account (using the details above). This will be kept as credit, which you may use for purchases at any time (there is no time limit for using your credit). So start saving now!

Credit Card:

We can take money off ya plastic (MasterCard, Visa, BankCard) if ya like. All you have to do is have all your card details and the order description ready (along with your membership number), ring us and we will ship the order straight away!

Cheque:

If you are really paranoid of Banks and don't like talking to other human beings you can send us a cheque (along with your membership no. and description of order) to pay for ya goods. (**Cheques have a surcharge of \$15 for express clearance**, so don't forget to include that or we will have your mum bash ya!)

C.O.D.:

On Hardware items only we can organise Cash On Delivery... surcharges are unavoidable! Call us to arrange C.O.D.

Take Home Pay Later:

We now have facilities for you to take home anything of value and pay a low monthly payment towards it! (conditions apply). This is the best because you get to own the latest today and pay for it tomorrow! For more info see the information ad on page 38 or call one of our most friendly cool staff.

All the above methods (except C.O.D. of course) can be used during a pick up from a Phoenix Imports Authorised Outlet.



PHOENIX IMPORTS

NATIONWIDE TOLLFREE NUMBER

1800.62.62.33

Email-phoenix@powerup.com.au

Mail/Packages-PO Box 667 Spring Hill Qld 4000

Telephone: 07.3839.5777 Facsimile: 07.3302.2150

Reality Subscription Line: 190.224.3683